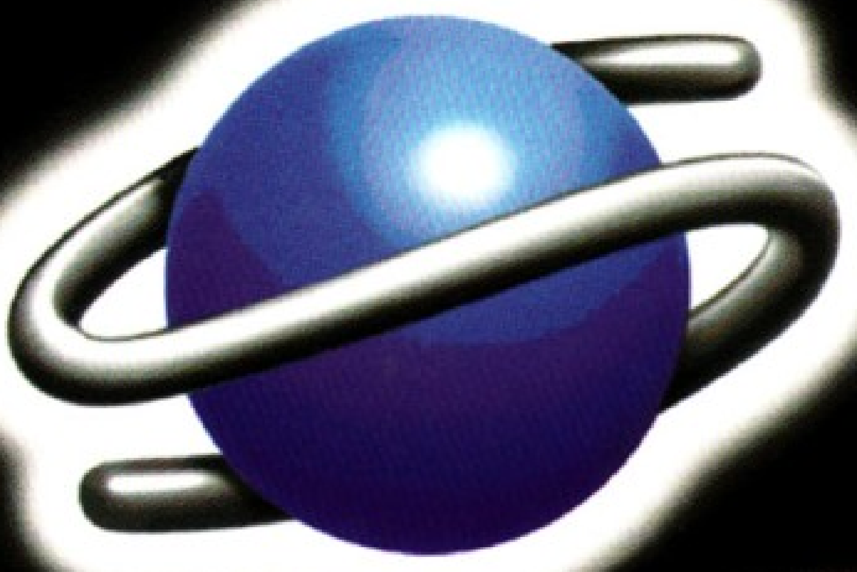
THE OFFICIAL SEGA SATURN MAGAZINE



SEGA SATURN MAGAZINE

SEGA No.1 FOR SATURN

ISSUE 32 £4.95
JUNE 1998

SEXY AS HELL!

Vampire Savior Goes For The Jugular!

EXCLUSIVE!

SHINING FORCE 3

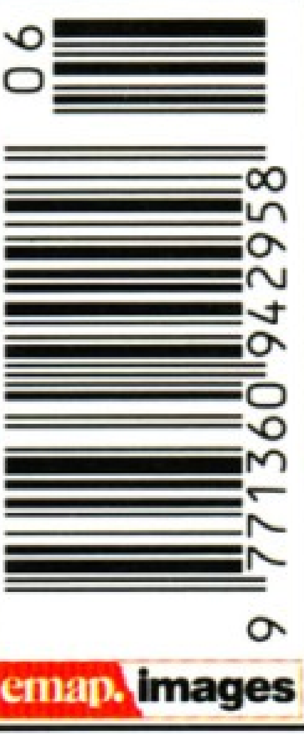
Epic Sequel Revealed!

First Shots! DAYTONA 2 Inside!

Awesome CD!

- WORLD LEAGUE SOCCER '98
  We Review It - You PLAY It!
- BURNING RANGERS
  Sonic Team Sizzler!
- PLUS: Shining Force 3, House of the Dead... AND MORE!

NO CD? DEMAND SATISFACTION FROM YOUR NEWSAGENT IMMEDIATELY!
WE REGRET THAT THE CD PROMOTION IS NOT AVAILABLE TO READERS OUTSIDE THE UK



PLUS! SEGA RALLY 2 INTERVIEW, RIVEN, WLS '98, CHORO Q, BOMBERMAN WARS, DYNAMITE COP 2, ATLANTIS, HOUSE OF THE DEAD GUIDE... AND MORE!

emap. images

GAMEPLAY

NOW ALSO YORKSHIRE'S MOST EXCITING RETAILER!

PRICE! CHOICE! QUALITY! SERVICE!

THESE HAVE MADE US BRITAIN'S LARGEST MAIL ORDER SUPPLIER OF COMPUTER GAMES!

A DIVISION OF INTERACTIVE COMMERCIAL ENTERPRISES LTD

0113 234 0444 SALES HOTLINES
0113 234 0999 TECHNICAL SUPPORT
0113 234 0666 CUSTOMER SERVICES
email: GameplayUK@AOL.com

OUT OF THIS WORLD SATURN PACKS AT DOWN TO EARTH PRICES!!!

PRICES INCLUDE FREE 48hr DELIVERY TO MOST AREAS IN THE UK (SUBJECT TO STOCK)

UNBEATABLE SERVICE GUARANTEE All machines bought from Gameplay are fully guaranteed by Sega. If your machine develops a fault within the guarantee period, we are the ONLY mail order company who will COLLECT IT FROM YOUR DOOR AND REPLACE IT FREE OF CHARGE!!

SEGA SATURN

- Sega Saturn with no game £96.99
- Sega Saturn & Resident Evil or Worldwide Soccer '98 or Touring Cars £128.99
- Sega Saturn & Thunderhawk 2 .... £111.99
- Sega Saturn & Manx TT £126.99
- Sega Saturn & Doom £112.99
- Sega Saturn & Sega Rally or Worldwide Soccer '97 or Euro '96 .... £114.99
- Sega Saturn & Die Hard Trilogy & Predator Gun £129.99

FREE POSTER WITH EVERY ORDER FOR SATURN GAMES!!!!
PLEASE ASK FOR ONE WHEN ORDERING!

ACCESSORIES

TOP GEAR TOP DRIVE STEERING WHEEL
BEST BUY!
Steering Wheel & foot pedals with working gearstick and 9 fully programmable buttons. Leather wheel cover. Works on N64, PSX & Saturn... £54.99

LOGIC 3 CONSOLE CARRY CASE
Cushioned interior, partitions and pockets, durable lightweight and waterproof.
£15.99

PREDATOR GUN
Auto-Fire, Auto-Reload, Auto-speed selection. Also works with Playstation
£13.99 or £12.99 if bought with games.

DATEL ACTION REPLAY PRO
Many in-built cheats for UK & imported games which can be added to whenever a new game is released by simply tapping in a code. Also has 4MB of memory
£42.99

Official Saturn Pad — Multi-Player Adaptor — Pro Arcade Stick

- Official Sega Saturn Control Pad £19.99
- Sega Analogue Joypad £26.99
- Infra-Red Saturn Pads - includes 2 infra-red pads with turbo-fire & auto-fire functions and a receiver £27.99
- Pro Arcade Stick 8 button fighter stick with Turbo-Fire, Auto-Fire and Slow Motion £19.99
- Joypad Extender Cable £7.99
- VRF1 Steering Wheel & pedals - True analogue wheel with programmable buttons. Ideal for Racing & Flight Games e.g. Sega Rally, Daytona, etc £41.99
- Multi-Player Adaptor - allows you to connect up to 6 joypads together for multi-player games £28.99
- CDX Convertor - universal adaptor which allows you to play imported games on your UK Saturn £19.99
- Sega Memory Cartridge (4MBit) £26.99
- High Capacity Memory Cartridge (8MBit) £22.99
- RF Unit £14.99
- Sega Light Gun for Virtua Cop £23.99
- Dust Cover £7.99
- Saturn Scart Cable £12.99

SATURN GAMES

Dark Saviour — Bubble Bobble/Rainbow — Actua Golf — Jonah Lomu Rugby

- **Actua Soccer Club Edition** £21.99
- Alien Trilogy £19.99
- Andretti Racing £15.99
- Atlantis £36.99
- Battle Stations £36.99
- Blam! Machinehead £17.99
- **Bomberman** £32.99
- Bubble Bobble & Rainbow Island £22.99
- **Bug Too!** £27.99
- Burning Rangers £29.99
- Bust A Move 3 .... £24.99
- Casper £19.99
- Clockwork Knight 2 .... £19.99
- Crimewave £24.99
- **Croc** £34.99
- Crusader: No Remorse £24.99
- Crypt Killer £35.99

Bust A Move 3 — Sega Rally

- Darklight Conflict £19.99
- Daytona Racing £16.99
- **Daytona USA: CCE** £24.99
- **Die Hard Trilogy** £19.99
- **Die Hard Trilogy & Predator Gun** £29.99
- Discworld £21.99
- Doom £17.99
- Dragonforce £33.99
- **Duke Nukem 3D** £29.99
- Earthworm Jim 2 .... £22.99
- **Enemy 0** £41.99
- Euro '96 .... £11.99
- FIFA Soccer '97 .... £14.99
- **FIFA Road to the World Cup '98** £34.99
- Fighters Megamix £29.99
- Fighting Vipers £14.99
- Formula Karts £33.99
- Frank Thomas Baseball £27.99
- Golden Axe the Duel £19.99
- Guardian Heroes £22.99
- Gungriffon £19.99
- Hardcore 4X4 .... £16.99
- Hexen £19.99
- Highway 2000 .... £19.99
- House of the Dead £30.99
- House of the Dead & LIGHT GUN £42.99
- Independence Day £36.99

DIE HARD £29.99
DIE HARD TRILOGY & PREDATOR LIGHT GUN FOR JUST £29.99!

Bomberman — Daytona USA CCE — Manx TT — FIFA '97

Soviet Strike — Croc

- Iron Man - XO £24.99
- Jonah Lomu Rugby £32.99
- Jurassic Park 2: Lost World £31.99
- King of the Fighters '95 .... £33.99
- Last Bronx £33.99
- Legend of Thor £24.99
- Lost Vikings 2 .... £26.99
- Mass Destruction £24.99
- Magic Carpet £17.99
- **Manx TT** £19.99
- **Marvel Super Heroes** £34.99
- Maximum Force £31.99
- Megaman X3 .... £26.99
- Midway Greatest Hits £26.99
- Mystaria £27.99
- NASCAR '98 .... £34.99
- **NBA Live '97** £16.99
- NBA Live '98 .... £34.99
- NBA Action £17.99
- NBA Action '98 .... £33.99

Marvel Super Heroes — Duke Nukem 3D

- **NFL Madden '97** £16.99
- NFL Madden '98 .... £34.99
- NHL Allstar Hockey (Sega) £17.99
- NHL Hockey '98 .... £34.99
- NHL Powerplay Hockey £19.99
- Pandemonium £32.99
- Panzer Dragoon Saga £34.99
- Pebble Beach Golf £19.99
- PGA Tour Golf '97 .... £21.99
- **Premier Manager 98** £34.99
- Primal Rage £22.99
- Pro Pinball: The Web £19.99
- **Quake** £37.99
- Rampage World Tour £28.99
- Rayman £22.99
- **Resident Evil** £36.99
- Sega Ages £24.99
- **Sega Rally** £19.99
- **Sega Touring Cars** £36.99
- Sega Worldwide Soccer '97 .... £18.99
- **Sega Worldwide Soccer '98** £36.99
- Shining in the Holy Ark £33.99

NHL '98 — Virtual On

- Shockwave Assault £17.99
- **Sonic 3D** £24.99
- Sonic Jam £28.99
- **Sonic R** £33.99
- **Space Hulk** £12.99
- Spot Goes to Hollywood £21.99
- **Steep Slope Sliders** £33.99
- Streetfighter Alpha 2 .... £34.99
- Street Racer £24.99
- Super Puzzle Fighter 2 .... £26.99
- Swagman £19.99
- Tempest 2000 .... £28.99
- Tetris Plus £33.99
- **Theme Park** £22.99
- **Thunderhawk 2** £16.99
- Tilt (Pinball) £17.99
- **Tomb Raider** £26.99
- Toshinden URA £25.99
- True Pinball £14.99
- Tunnel B1 .... £22.99

Tomb Raider — Streetfighter Alpha 2

PGA Golf '98 — Panzer Dragoon Saga

- Virtua Cop £14.99
- Virtua Fighter £14.99
- Virtua Fighter 2 .... £16.99
- Virtua Fighter Kidz £18.99
- **Virtua Racing** £11.99
- Virtual Golf £16.99
- **Virtual On** £18.99
- Warcraft 2 .... £36.99
- Wing Arms £24.99
- **Winter Heat** £33.99
- Wipeout £18.99
- Wipeout 2097 .... £33.99
- World Series Baseball £19.99
- Worms £29.99
- WWF In Your House £22.99
- **X Men Children of the Atom** £9.99
- Z £34.99

Virtua Fighter Kidz — Sega Touring Cars

TOP TEN

1. HOUSE OF THE DEAD
2. PANZER DRAGOON 2
3. DIE HARD TRILOGY
4. STEEP SLOPE SLIDERS
5. MARVEL SUPER HEROES
6. X MEN COTA
7. WINTER HEAT
8. TOMB RAIDER
9. RESIDENT EVIL
10. DUKE NUKEM 3D

Compiled from Gameplay sales 21/3/98 - 20/4/98

WE DO NOT CHARGE YOUR CREDIT CARD UNTIL YOUR ORDER IS DESPATCHED, SO YOU CAN RESERVE YOUR NEW RELEASES TODAY!

Why not visit our CLUB SUPERSTORE in LEEDS at the address on the order form! All items in the store are at the same discounted prices as our mail order division.

MEGADRIVE

- Fifa Soccer '95 .... £9.99
- FIFA Road to the World Cup '98 .... £34.99
- **Mega Games 1 - World Cup Italia '90, Columns, Super Hang On** £6.99
- **NHL Hockey '95** £6.99
- Phantom 2040 .... £9.99
- Action Replay Pro Cheat Cartridge £24.99

SONY PLAYSTATION

Full range of games and accessories available at Britain's lowest prices. Please call

£104.99

- Final Fantasy 7 .... £36.99
- Gran Turismo £37.99
- Resident Evil 2 .... £39.99
- TOCA Touring Cars £32.99
- Tomb Raider 2 .... £33.99

N64 - £90.99!!

MEGA CD

- Battlecorps £10.99
- **Dune** £4.99
- **Skullkeep: Dungeon Master 2** £12.99

SPECIAL OFFER!! BUY BATTLECORPS OR SKULLKEEP & GET DUNE FREE!!

32X

- **Doom** £4.99
- **Golf** £4.99
- **Stellar Assault** £4.99
- Toughman Boxing £4.99
- **Virtua Fighter** £4.99

SPECIAL OFFER!! BUY 2 32X GAMES AND PICK 1 FREE!!

0113 234 0444 SALES HOTLINES OPEN SEVEN DAYS A WEEK

FAX ORDERS ON - 0113 234 0770 (24 HOURS A DAY)

- ✓ LINES OPEN 9am-8pm MONDAY - FRIDAY, 10am-7pm SATURDAY, 10am-4pm SUNDAY. ANSWERPHONES ALL OTHER TIMES.
- ✓ ORDER BY CREDIT CARD, CHEQUE, POSTAL ORDERS OR CASH (PLEASE SEND CASH IN A REGISTERED ENVELOPE FOR YOUR OWN PROTECTION).
- ✓ NO QUIBBLE EXCHANGE POLICY - IF YOU ARE UNHAPPY WITH YOUR PURCHASE FOR ANY REASON, SIMPLY RETURN THE ITEM IN PERFECT CONDITION WITHIN 48 HOURS OF RECEIPT BY RECORDED DELIVERY AND SUBJECT TO A FEE (10% OR MIN £4), WE WILL SWOP IT FOR ANOTHER ITEM. (THIS OFFER APPLIES ONLY TO ITEMS LISTED IN OUR MOST CURRENT ADVERTS AND EXCLUDES ITEMS BOUGHT TO ORDER).
- ✓ ORDER WITH CONFIDENCE FROM ONE OF THE LARGEST DISTRIBUTORS IN THE COUNTRY - OVER 700,000 SOFTWARE ITEMS SUPPLIED SO FAR!
- ✓ WE PROVIDE ONE OF THE FASTEST DELIVERY SERVICES AROUND, 2-3 WORKING DAYS MAXIMUM ON GAMES, NEXT WORKING DAY ON MACHINES. (PLEASE ALLOW 7 DAYS FOR CLEARANCE IF SENDING A CHEQUE & CALL TO CHECK AVAILABILITY BEFORE ORDERING)
- ✓ 1ST CLASS DELIVERY FREE OF CHARGE TO U.K. MAINLAND. OPTIONAL NEXT DAY DELIVERY £4.00. PLEASE ORDER BEFORE 3PM TO ENSURE IMMEDIATE DESPATCH.
- ✓ 1000'S OF TITLES AVAILABLE, IF YOU CAN'T SEE THE ITEM YOU WANT, PLEASE RING AS STOCK ARRIVES DAILY. SOFTWARE AND ACCESSORIES AVAILABLE FOR PSX, N64, PC CD ROM & MAC.

Please ring to confirm availability before ordering as many special offers are limited stock & some games may not yet have been released.

GAMEPLAY

Cut out this order form and post to:
GAMEPLAY, ENTERTAINMENT HOUSE, CROSS CHANCELLOR STREET, LEEDS, LS6 2TG

Name: .... Have you ordered before? Yes / No
Address: ....
....
Postcode: .... Signature: ....
Tel: .... Fax: ....
Cash ☐ Cheque ☐ Postal Order ☐ Card ☐
Card No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Expiry Date ☐☐/☐☐ Issue No. ☐☐ (Switch only)

Item description	Price
	£
	£
	£
	£
	£
Optional express cheque clearance. If you are paying by cheque but do not want to wait for it to clear please add **£2.00** here* for express clearance	£
P&P	£
TOTAL	£

Postage is **FREE** for all games shipped within the U.K. Optional NEXT DAY DELIVERY available: £4.00 for 1st item plus £1.00 for each subsequent item. Overseas postage - £2.50 per software item.

Cheques payable to 'Gameplay'.
Prices correct at time of going to press. E & OE.

SA3(6)

*Please note - express cheque clearance is not possible on Building Society cheques.

Hail!



The time is swiftly approaching, when the favoured few will be granted an audience with Sega's Next Machine. Just about now, it's all but confirmed that the machine (and playable software) will debut in Japan at the tail-end of May, with some presence confirmed for the American E3 show scant days later. SEGA SATURN MAGAZINE will be represented at all major launches. Our Japan Editor, Warren Harrod, has already booked his seat and I'm already packed and ready to go for the E3 in Atlanta.

SSM has led the way in new machine coverage with our eye witness reports and exclusive news, but from next month, the ante is definitely upped as Sega finally "come clean" and reveal completed machines in all their glory. We all know that it's going to be good, but the question is, just what will be unveiled? I'd like to think that AM2 will pave the way with the first revealed work on Virtua Fighter 3, but the word is that the elite developers aren't showing any Katana games to anyone outside of their division. Hopefully, the less reticent AM Annex will reveal the first Sega Rally 2 work and some of the more original work such as Ecco the Dolphin and Sonic will materialise. But the bottom line is that despite the rumours, despite the news that SSM has managed to uncover, nobody really knows for sure just what to expect.

Sega have kept their machine under more wraps than any new hardware launch in recent times. Developers risk losing their kits if they so much as admit that they possess them! Finding someone to talk about the Katana (as we did last issue) has been a nightmare. But the good news is that we haven't heard one dissenting voice: the new machine will usher in a new quality of gaming.

All things going well, we'll see that for ourselves next month...

RICH LEADBETTER

SSM EXPERT SKIVING GUIDE!*

You'd think that having such cushy day jobs would eliminate the need for skiving, but no, skiving even eclipses "sitting down" and "playing games" as our top activity. Learn from the experts - work is evil, and can be avoided!

1. Looking for stuff: An all-time classic. A piece of paper in one hand, a pen in the other, and a puzzled expression creates the impression that you're searching for that all-important file, note or message. Hours can be spent "looking" for non-existent "stuff" all around the office!
Expert tip: Make sure you know what you're pretending to look for, just in case someone asks.

2. Smoking: For the professional skiver, fag-breaks come like a lump of golden phlegm coughed up by the angels themselves. Why? Well, most companies allow their employees to take regular five-minute fag breaks, therefore simply develop a sixty-a-day habit to be granted a whopping five hours of daily smoking time! Isn't that right, Nick?
Expert tip: Try to develop Lung Cancer - could spell extra time off work!



3. Cup o' tea: Being popular helps here, as the number of people you know greatly increases the number of cups of tea you drink in any given day. Experts should be able to make that mid-morning coffee break last until lunchtime!
Expert tip: More tea drinking equals more time-wasting trips to the toilet. Try to drink one extra cup each day.

4. Internet: This is a particular favourite with Gary, who has been known to spend his entire eight-hour "working" day sitting completely motionless in front of his computer, save for the occasional Stephen Hawking-style click of his right finger on the mouse button. Chilling.
Expert tip: Keep a text window running in the background - switch to this if the boss approaches.



5. Thinking: Thinking is similar to the Internet skive, only without the tiring use of that right finger. Simply stare into the middle distance with a puzzled look on your face, occasionally stroking your chin, to fool work colleagues into thinking you're working on a cool 'angle' for that difficult report.
Expert tip: Try making subtle motions with your lips and hands, as if "working through" ideas in your mind.

6. Tidying: Great for combo skives - create a bit of a mess looking for something (see tip one), then spend even more time tidying up after yourself later. This classic double skive manages to waste time while creating the illusion that you're a caring, responsible, hard-working kind o' guy. For experts only.
Expert tip: Sigh frequently - act as if you're doing this for other people's benefit, not your own.

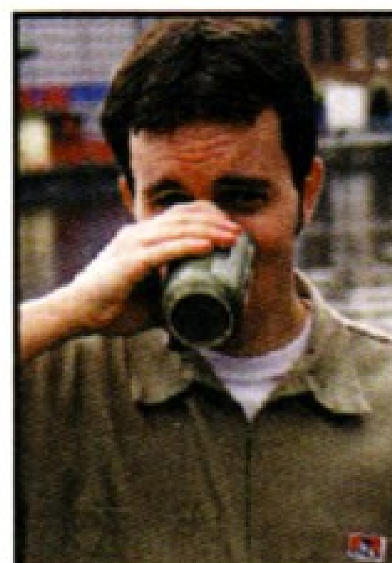


7. Toilet: Try faking the symptoms of some terrible bowel or bladder disorder, allowing regular toilet trips to be taken. Expert skivers stash reading materials and provisions in waterproof bags in the cistern, for that prolonged session.
Expert tip: Remember this handy rhyme - "Frequent bowel movements lead to lifestyle improvements, but hold in your bladder and life will be sadder".

***Disclaimer: SEGA SATURN MAGAZINE in no way endorses the use of these techniques, and as such, cannot be held responsible for any loss of employment and financial reward therein that may result.**

All aboard the Ugly Boat! Tickets please!

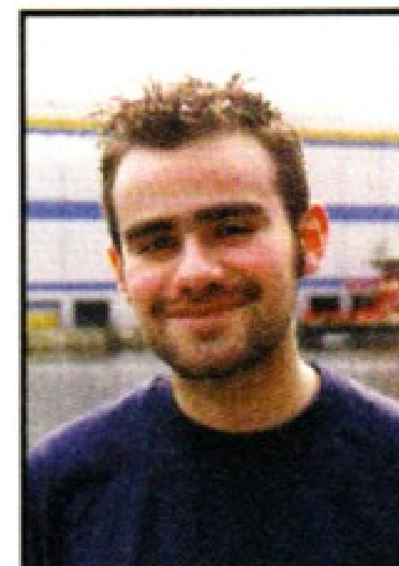
Look, it's personality that's important, okay? You may laugh, you may point at our ugly faces when you see us in the street, but remember, the brains behind these malformed faces create this work of art you are reading. Who would of thought that such beauty could be created out of such adversity? Gary's not allowed out during daylight.



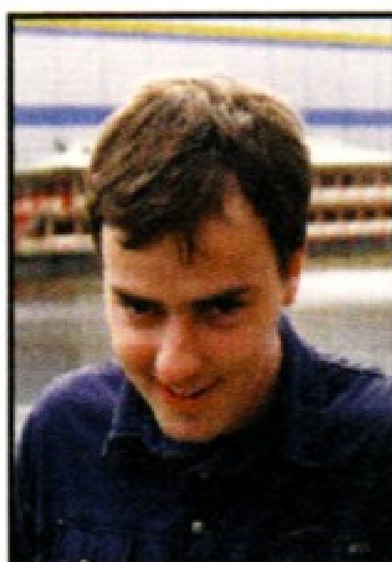
MATT

Matt recently went on a romantic long-weekend break to New York. Well, it was romantic for him - his girlfriend sat on her own in the hotel room, while Matt went to all the big US toy and game shops. He exchanged sweet nothings with the cashier in Toys 'R' Us, laughed gaily with the Electronics Boutique security guard and wrote love-poems about mega US shop FAO Schwarz. True romance!

LEE



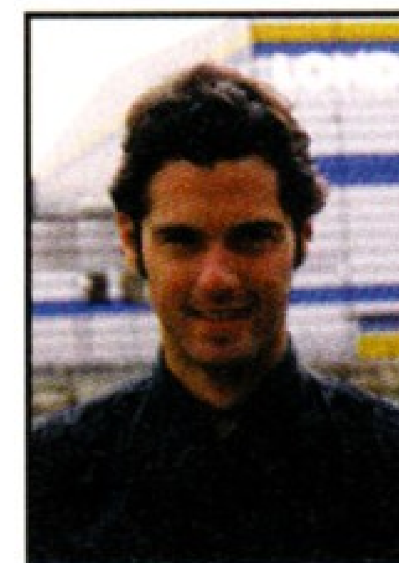
What's that smell? Oh, right. Lee's been weeing over his computer again. Maybe he's marking out his territory. Maybe it's a nervous thing. Or maybe he just likes the smell of wee. Whatever. We'd better not mention what we caught him doing in the toilets the other day, although he swears that drinking your own is actually good for your health. Don't let Lee make the tea again.



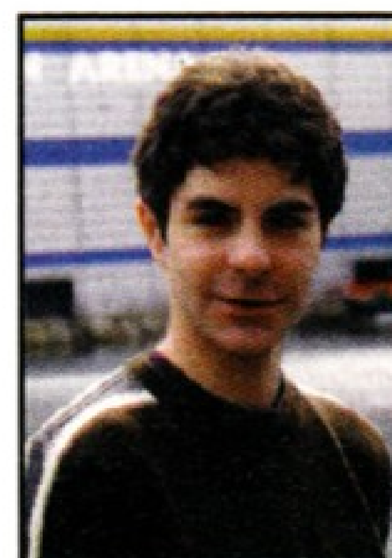
GARY

Gary's just returned from a week-long trip to Cornwall. He's been smearing mud and animal excrement all over the floors of his flat to get that in-the-country feel again, but it's just not the same. And his flat-mate isn't too pleased either. The fresh country air had quite a positive effect on our child-like writer, making him look even younger and more innocent than usual. Still just as perishing ugly, though.

JASON

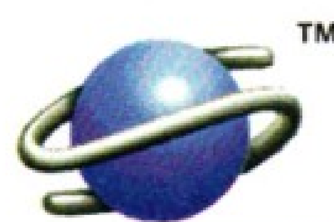


Jason's been terrified by the thought of the 'Millennium Bug' this month. Until we explained that it's not a real bug that's coming to eat us all in the year 2000, just some dull computer problem. This made Jason worry even more, as he actually stores his brain on his Mac. And as Jason already takes 25 minutes to 'load' every morning, the Millennium Bug could prove fatal to poor Jase. We've made back-up copies of Jason's brain, just in case.



NICK

Nick created a bit of a stir around the office on Monday - by arriving for work an incredible ONE MINUTE early! He sheepishly mumbled some lame, half-hearted apology for this early arrival - something to do with the fact that his alarm clock went off and the train was on time. Oh, and he under-slept after having a bit of an early night. He said it won't happen again. We believe him.



SEGA SATURN MAGAZINE 32 CONTENTS

EDITORIAL ELITE SUPER-VILLAIN CADRE
Editor **Richard Leadbetter**
Deputy Editor **Matt Yeo**
Art Editor **Jason McEvoy**
Deputy Art Editor **Nick Paterson**
Senior Staff Writer **Lee NutterGary Cutlack**
Staff Writer **Gary Cutlack**

Contributor **Yas Hunter**
Japan Editor **Warren Harrod**
Cover Art **Morrigan by Capcom/ Roger Harris**

ADVERTISING SURGICAL STRIKE FORCE
Advertising Director **Julie Moore**
Promotion Sales Manager **Laurence Robertson**
Mail Order Sales **Kathryn Clements**
Advertising Assistant **Annabel Green**

MARKETING LONE RANGER
Marketing Executive **Zoe Wharnsby**

BEHIND THE SCENES...
Systems Manager **Sarah-Jane Leavey**
Technical Support **Paul Williams**
Scitex Manager **Sarah Best**
Ad Production Executive **Natasha George**
Group Production Manager **Emma Minford**

THE DYNAMIC DUO
Publishers' Assistant **Michelle de Souza**
Facilities Manager **Robert McBride**

MASTERS OF EVIL
Publisher **Andy McVittie**
Art Director **Dave Kelsall**
Executive Publishing Director **Harry Attrill**

SEGA Liaison **Mark Hartley**

Editorial **37-39 Millharbour,**
The Isle Of Dogs, London, E14 9TZ.
Telephone: (0171) 972 6700 (NO tips calls)
Fax (0171) 972 6701

Distribution **BBC Frontline**
Printing **Southern Print**

Competition rules
EMAP Images staff and their families are prohibited from entering any Sega Saturn Magazine competition. The editor's decision is final and no correspondence will be entered into. Unless you're female, attractive, very clever and have a mad crush on said editor. So no-one then.

SUBSCRIPTION RATES
UK £33.00 Airmail Europe £46.00 Airmail Zone 1 £73.00 Eire £46.00 including postage and packing.

SUBSCRIPTION/BACK ISSUES ENQUIRIES
Sega Saturn Subscriptions, Sovereign Park, Leicester LE87 4PA. LE16 9EF. Phone (01858) 435350

RICH'S FINAL WORDS OF THE ISSUE
First Katana playtest and screenshots in the next issue of the mag! Right I'm off to Tokyo now...

emap. images



Riven: another official Saturn product gets a going over in this issue!



King of Fighters 97: the latest and greatest incarnation of the SNK classic!

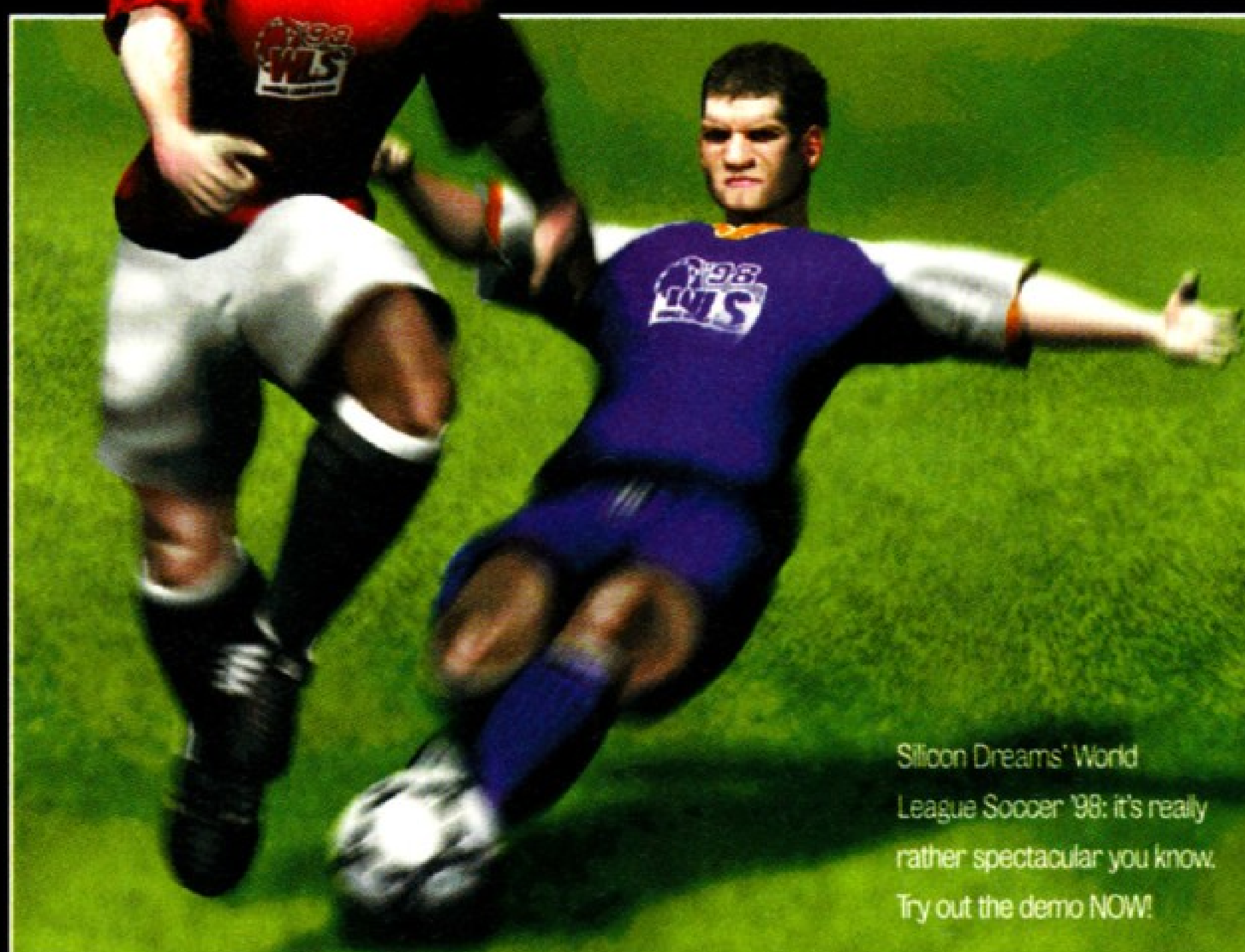
Features



World League Soccer '98

Page 58

The best soccer game in the world ever - we review it, YOU play it with Sega Flash #7! Yeah boyeee!


Silicon Dreams' World League Soccer '98: it's really rather spectacular you know. Try out the demo NOW!





Exclusive

Sega Rally 2 Interview

Page 52



SSM gets down to the nitty gritty with AM Annex!





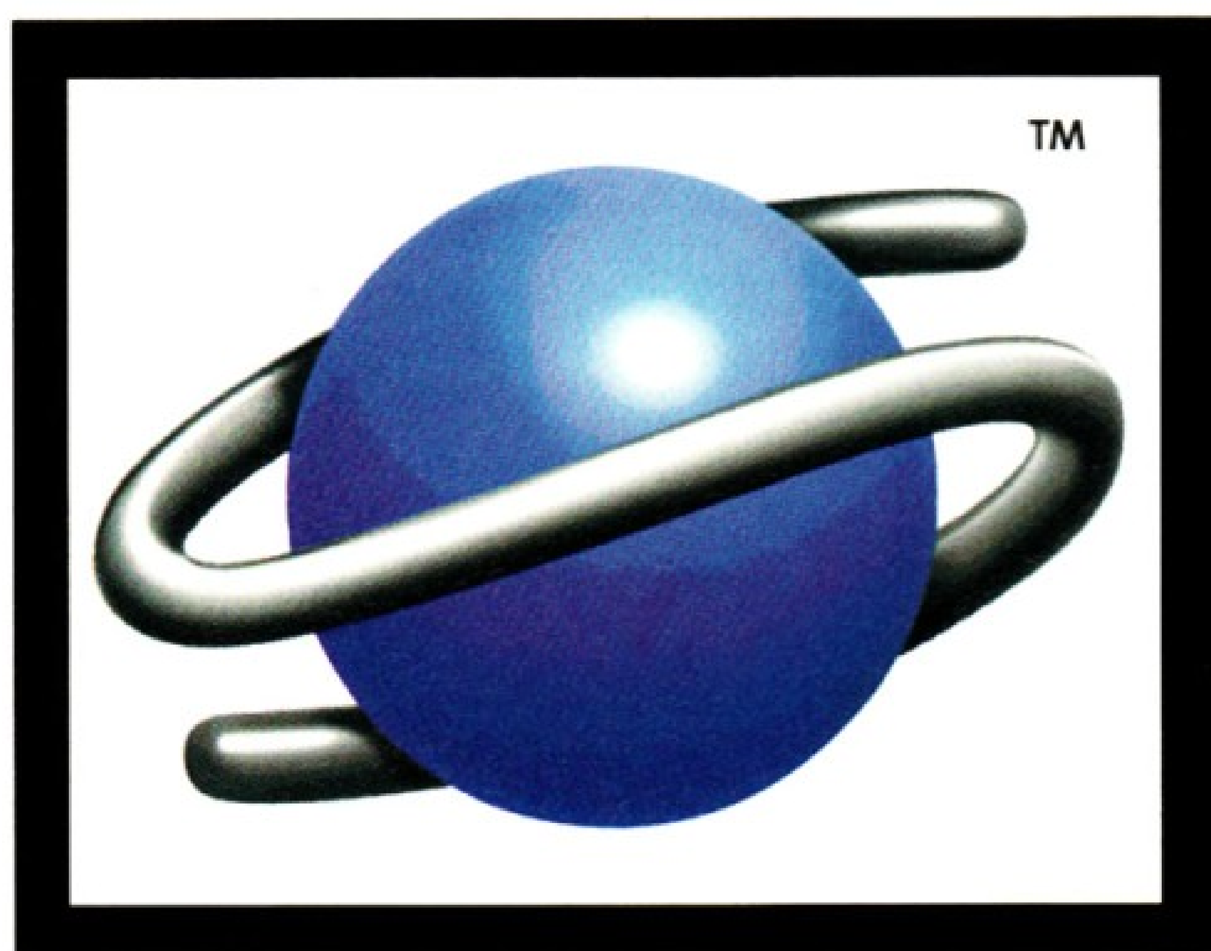
Vampire Savior: it's a cover game and it could well be one of the greatest graphical "tour de forces" ever seen - check out our spectacular eight page showcase!



Vampire Savior

Page 44

Capcom return with the blood-letting frenzy that is Vampire Saviour! It's another 4MB RAM cart classic!



NEWS

The countdown can begin!

New Machine Revealed on MAY 21!

SSM editor en route to Tokyo ■ The first official announcement is almost upon us ■ The FULL report features next month! Yeeesss!



▲ PC Unreal on PowerVR hardware...



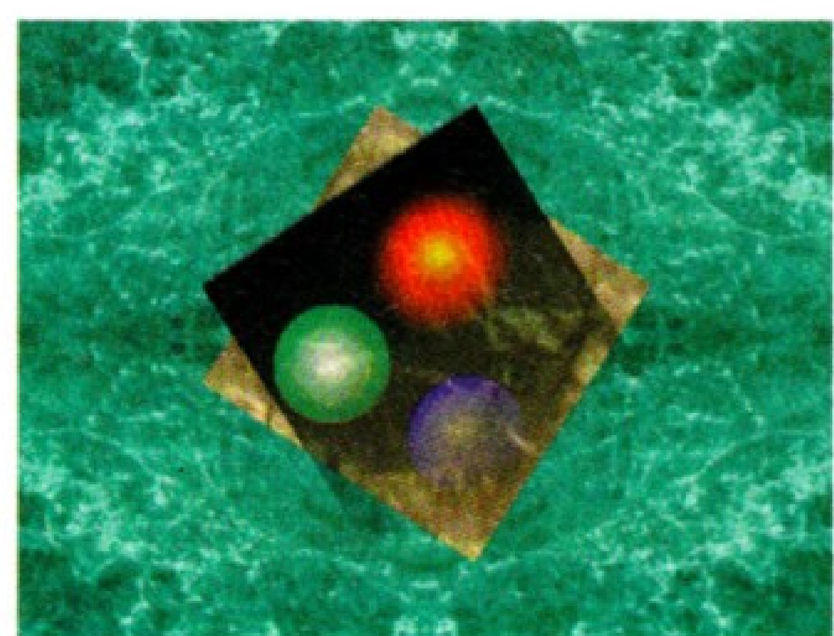
▲ ... Some effects still aren't in! Amazing!

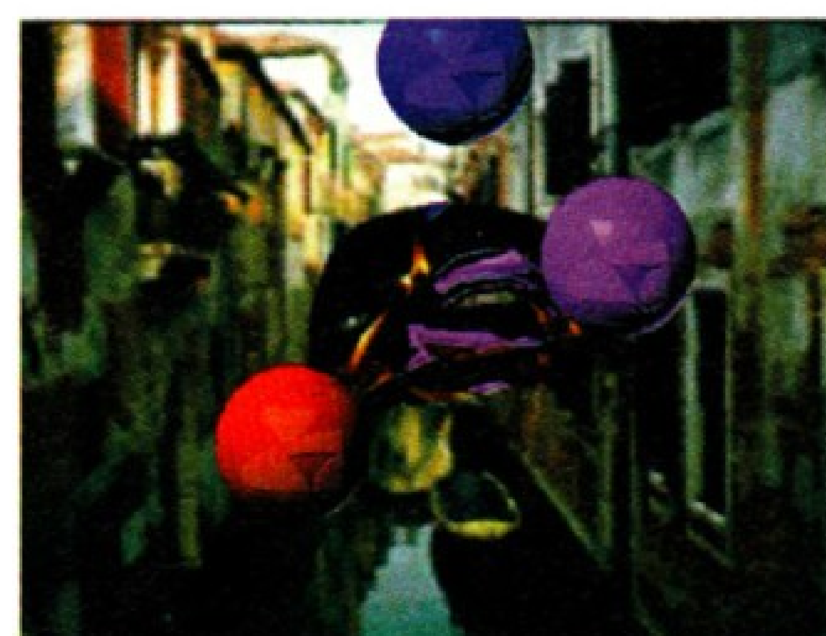


▲ Unreal is one of the BIG PC titles for 98 - the screenshots on this page show the game running using the same PowerVR hardware that's used in the Sega machine. The specialised design of the new Sega console means that it's probably even more powerful than the PC...

SEGA OF JAPAN WILL OFFICIALLY announce their new hardware in a massive Tokyo launch on May 21. And we're going to be there!

This launch will finally annihilate all rumour and speculation. We can reveal that Sega plan to use this show to display the new machine in all its glory, with production models on display, "taster" demos of games being shown for the first time and even.... even a name for the machine! Sega's event is being heralded as the most important launch in the company's history and the firm are planning on a star-studded attendance with many Japanese celebrities set to appear. What remains unknown at this time is just what games Sega plan to show at the launch. There remains the possibility that the company will show nothing at all in terms of software, although this seems unlikely given that Warp will be revealing Katana D2 to the Japanese public just two days later on May 23 (see our Kenji Eno interview on page 42).





▲ PC demos of the new PowerVR hardware: nothing compared to Sega's own...

THE BEST IS YET TO COME

This means that next issue we will be revealing EVERYTHING. You'll see the actual machine and what it can do - and you should also get some idea as to what senses-shattering software will eventually appear. Next month's SSM will blow you away: BE THERE. If some reason you can't wait (!) and you have access to the Internet, stay tuned to Game Online (www.game-online.com) on May 21, for the first rush account.



▲ PC PowerVR running Turok on Direct 3D.

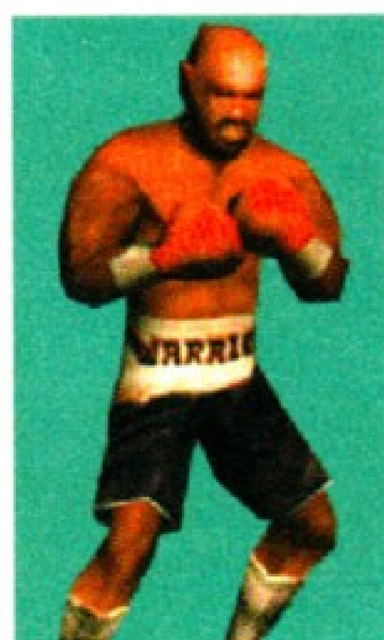
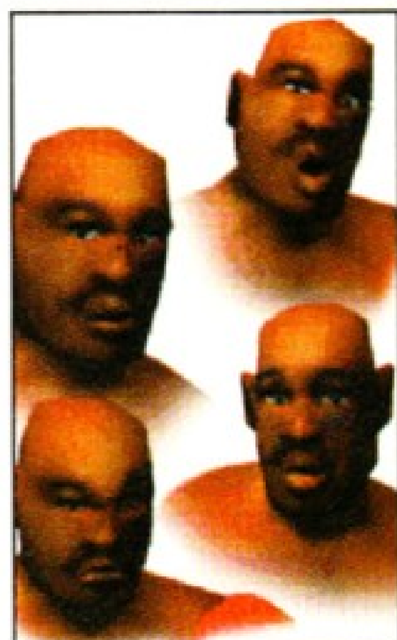
IN OTHER NEWS...

With all that excitement out of the way, it's time to move on to what other new machine information we've managed to get together for this issue. The buzz in the PC community concerning the PowerVR graphics chip (used in the new Sega hardware) has been extremely positive. On this page you'll see pics of Unreal (Quake style PC game) running on the PowerVR chip as well as a pic or two of Turok. These are PC versions - obviously - but the design of the Sega chip is nigh-on identical. The Turok pic shows the PowerVR compatibility with Direct 3D (although tests with Quake2 on OpenGL are just as cool). These two programming languages are the most popular form of 3D acceleration on PC - more evidence that the new Sega machine will be VERY easy for programmers to get to grips with...

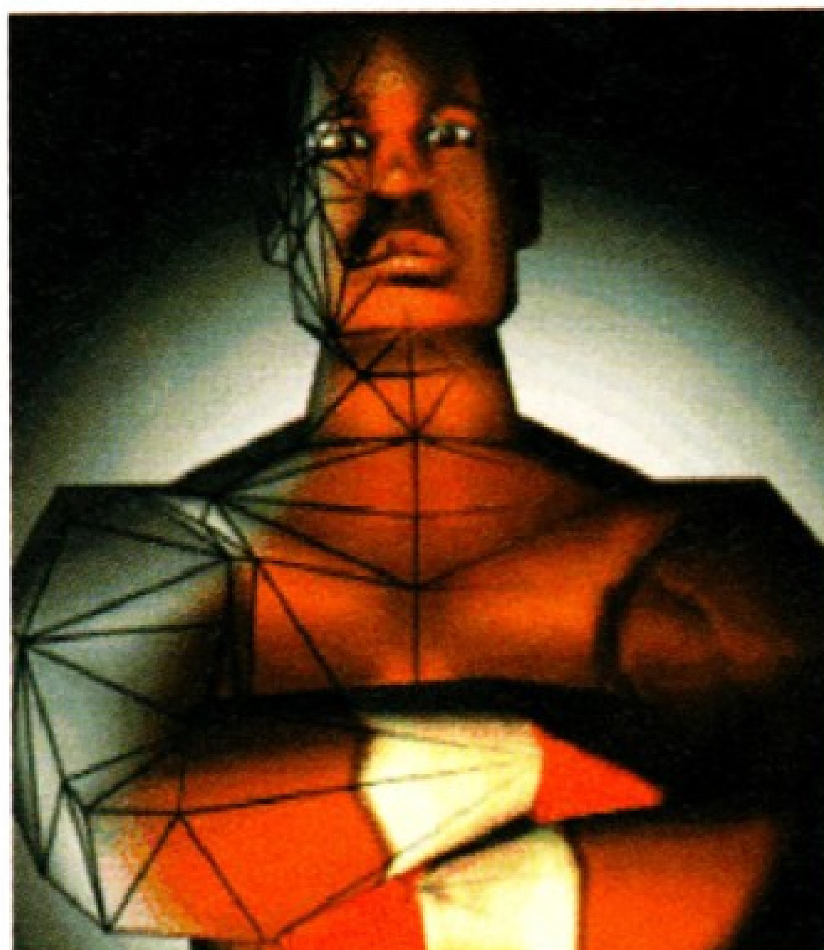
It's all good news with regard to the new machine so far: next month we'll have seen the evidence with our own eyes!

Eh? What's this?

Katana Boxing?

▲ Pre-production boxing artwork...



▲ Yep, more artwork.

TAKE A LOOK AT THE ARTWORK shown here. Climax announced on the Internet that they'd be developing for the Katana and revealed pre-production renders and gameplay details. The specs announced for the game sound really cool - Climax (NOT the company responsible for LandStalker and Dark Savior) are intent on creating a new style of fighting game with this project. Although Climax are known to be in possession of a development kit, there have been hints from within Sega that this game still isn't a definite for the new system regardless of what's been shown on the net... Intriguing...

As the hype builds up to the announcement in May, more game details emerge on the net...



▲ A mock-up shot of Climax's boxing game... but will it actually appear on the Katana?

Developer Demos Fully Exposed!

EMAP'S FINE WEB SITE, GAME ONLINE (www.game-online.com), recently published a first-hand account of the range of 3D demos packaged with the Katana development kit: it's a fine addition to the exclusive revelations printed in the last issue. Here's the full monty:

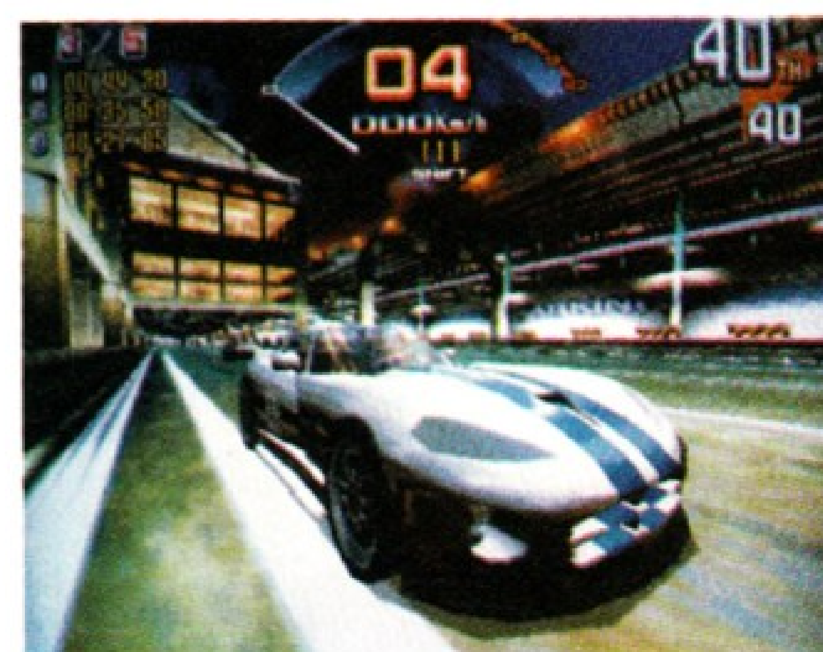
"I don't work for Sega, but I got a chance to take a good look at Sega's new machine. The unit I saw was a PCI card inside a Pentium computer [*that's the development kit - RICH*]. I saw five different demos. The first demo was a 3D rotating Sega logo. It was basically liquid metal of the logo changing into different colours. This looks 100 times better than the liquid metal Sonic head I saw on the Saturn."

LIQUID TV

"Next was Temjin from Virtual On who was doing his slashing move with his sword. There was a liquid metal version and a full texture mapped version. Next was what Sega call the fish demo. It was a colourful fish with feet riding on some type of water bike moving only up and down in the middle of a pond. The transparent effect on the rippling waves was beautiful, better than on the N64. Then the lighting was changed from daylight to just one light globe. The globe lit a small area. So as the globe moved around in the pond, only part of the water and fish are shown. Then it was changed to a spot light, again the spot light was moving around the pond. The beam of the light lightly lit objects behind it and with the small circular spot brightly lit whatever it hits."

RACE LEADER

"The last demo was of Super GT [*That's Scud Race to us - RICH*]. The first part of the demo was just the first city track. No cars to race with. The camera just moves continuously around the track. The camera could be pan 360 degrees around as it goes around the track. When the camera was moving on a straight part of the race track, you can see pop up far way off [*this demo was put together on an incomplete Katana system - RICH*]. Of course, that could easily be hidden with some fog effect. The glass house part of the track was easily done, since it was like the water effect, but without the ripple of the water."



▲ Arcade Scud Race: Katana can do this!

"The second part of the demo was two GT cars with a nice wax job [*ie the coin-op's reflecting effect was featured - RICH*] on the straight road bridge over water. The two cars were weaving left and right. Again, first in shown in daylight, then at night with the light from the street lights on the bridge. The last part was with only the headlight of the cars. Seeing the light from the car behind hit the one in front as it weaved back and forth was incredible."

POWER EXTREME!

"This kind of lighting effect used to take huge amounts of time to render, the Katana is doing it in real time. The demos were basically showing off the 3D power of the Katana. No 2D demos were shown. From the demos, the Katana can do Model 3 games and will have no problems with Model 2 games."

Sega's response to this shock announcement wasn't exactly a denial: "This stuff is nothing to do with what you'll see in Tokyo. It's ages old."

We can't wait until May 21...

Arcade Exclusive!

Daytona 2 Revealed!

AM2's top-secret arcade racer unleashed! ■ World exclusive first screenshots ■ Incredible visuals easily surpass coin-op original ■ Summer release planned for Japan.





▲ The only real competition Daytona 2 will face this summer is the excellent Sega Rally 2.



▲ As you can see from the screenshot, the layout of the initial track is nigh-on identical to the 777 Speedway, but the visuals are far superior in every conceivable way. Oh, yes.





▲ Only three cars are in there at present, but we're banking on more in the finished game.

THIS MONTH, SEGA SATURN MAGAZINE is privileged to bring you the world exclusive first screen shots of possibly the most anticipated arcade sequel ever - Daytona 2: Battle on the Edge. Recently unveiled at a special preview event in Tokyo, the sequel to AM2's coin-op classic looks set to eclipse all competition in the arcades this summer!

The main focus of the considerable media attention so far has been on the visuals, an area in which Daytona 2 certainly doesn't disappoint. From the videotape footage we've seen, it's clear that the graphics are head and shoulders above the five year old original. This is visibly demonstrated in the extravagant way in which AM2 have reworked the original 777 Speedway circuit, featuring a staggering array of spectacular scenery. It's still a simple oval circuit, but now set in a spectacular translucent dome, encompassing a densely packed forest, huge rocky cliffs and a gob-smacking waterfall. Subsequent themed circuits push the Model 3: Step 2 board further, with a mountain course set in rocky canyons, a breathtaking city circuit and a bizarre futuristic track.



ROLLING START!

In addition, the game's vehicles have benefited from the superior processing power of the Model 3 board, with some incredible real-time reflections bouncing off the car's bodywork and windows. Not to mention sustaining a great deal more battle damage than in the coin-op original, with bodywork sent flying in serious impacts. Furthermore, an intriguing new driver's eye viewpoint has found its way into Daytona 2, obscuring your field of vision somewhat, but ultimately providing a much more realistic racing experience.





▲ One major improvement over the original Daytona is that the pit crew now have feet.

We're really looking forward to getting our hands on a complete version of Daytona 2, especially the incredible 16 player link-up cabinets!

The sequel to AM2's coin-op classic looks set to eclipse the success of its predecessor!



▲ The long-awaited sequel offers a greater variety of viewpoints than its predecessor.





▲ We didn't get to see a lot of the 'moon base' course. Rest assured it will be awesome!

Game Show News

Tokyo Game show '98



HELD FOR THREE DAYS FROM FRIDAY March 20th to March 22nd at the Makuhari Messe, was the Tokyo Game Show '98. With 93 exhibitors showing over 470 titles the event was heralded as the largest videogames event of the year (at least until E3, that is). The overall impression we got from the show was one of conservatism. The big game developers were only really showing titles that we already knew about and there was no sign of Sega's new hardware. However, that's not to say that the show was a complete disappointment as, once again, third party developers were given a chance to shine with plenty of top Saturn titles on display.



SEGA

Taking a lot of flak from journalists for failing to show anything of their new Katana system, Sega instead focused on a small, quality line-up of Saturn titles. Sega's main game of the show was the much-hyped Sakura Wars 2, a sequel to last year's popular strategy/combat game. Also on display were World Cup '98 France, Dragon Force 2 and Shining Force III: Part 2. The main stage provided plenty of entertainment with many famous faces making an appearance. Mr Eno from Warp was there, although he wasn't saying much about D2, but a young lady was handing out invitation flyers to a special premiere of the game to be shown on May 23rd to 5000 lucky people! (Turn to page 42 for an exclusive Warp interview) The biggest announcement was that Sega would be releasing Deep Fear this summer. They were only showing FMV of the game, but it appears to be a cross between The Abyss meets Biohazard with elements of Parasite Eve thrown in for good measure. Definitely, one to look out for.



▲ Millenium Fire: a potential HotD beater.



▲ Sakura Wars: a surprise Sega hit.


▲ The Shining Force saga continues.



CAPCOM

Proudly showing its latest 4MB titles, Capcom actually has a much stronger line-up than Sega! Vampire Savior was complete, Pocket Fighter is due in July and both Dungeons & Dragons Collection and Marvel Super Heroes vs Street Fighter were hyped, but not playable. Capcom's main announcement was the launch of its compilation series of classic games to be called "Capcom Generation". Comprising five volumes of old skool games, fans can look forward to the likes of 1942, Ghoul's 'n' Ghosts and even more 'lost' titles.



THIRD PARTY ROUND-UP

Konami let fans down with no versions of Suikoden or Dracula X on offer, Hudson had Shadows of the Tusk (a strategy/combat offering), no sign of Saturn Radiant Silvergun at ESP's stand, but Gun Griffon II, Grandia Digital Museum and Baroque more than compensated. However, SSM's game of the show was Bandai's forthcoming lightgun shooter, Millennium Fire. Featuring solid, Resident Evil-style polygon characters and some cool special effects, this game certainly put Sega's House of the Dead to shame (not a difficult thing to do). Expect this top title this summer and we'll have more Millennium Fire coverage next issue.


Expect more Gun Griffon II next issue...



Pocket Fighters: the next 4MB Capcom game.



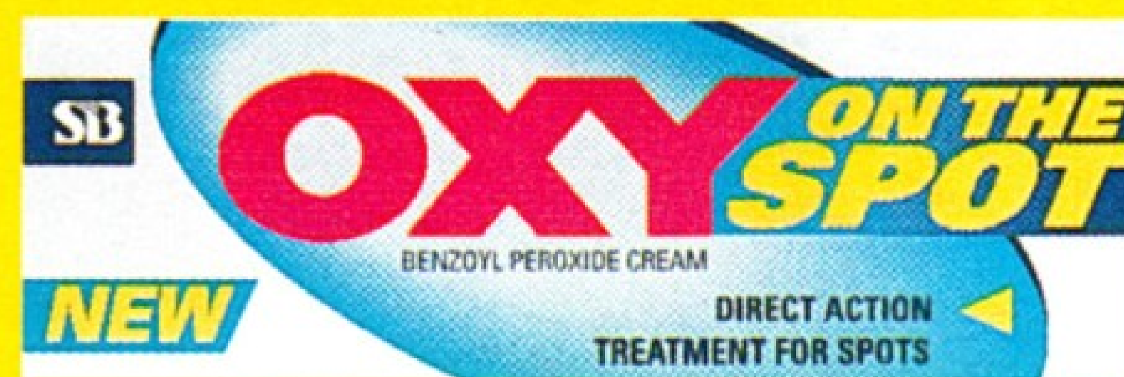
▲ MSH vs SF: strangely absent at the TGS.


ESCORT
OUR WIVES WANT FUN!
CONTACT LOADSA GIRLS INSIDE!
PIN-UPS GALORE!
MAYFAIR
FINGER LICKING GOOD!

WHATEVER ELSE PUTS YOU

ON THE SPOT,

IT NEEDN'T BE SPOTS.



THERE ARE SOME THINGS YOU JUST CAN'T HIDE, CAN YOU? ● RATHER LIKE THAT BIG SPOT ON THE END OF YOUR NOSE ● WELL, THAT WE CAN DO SOMETHING ABOUT, WITH NEW OXY 'ON THE SPOT'* ● BECAUSE 'ON THE SPOT' IS A BRAND NEW DIRECT ACTION TREATMENT, SPECIALLY FORMULATED TO HELP ELIMINATE SUDDEN EMBARRASSING SPOTS ● AND LET'S NOT FORGET, YOU CAN ALSO HELP PREVENT ANY FURTHER ERUPTIONS, AND END UP WITH VISIBLY CLEARER SKIN, BY REGULARLY CLEANING WITH OXY DAILY WASH ● IT'S ONLY A PITY THAT LIFE'S OTHER LITTLE EMBARRASSMENTS CAN'T BE SO EASILY DEALT WITH ●●● SPOTS? OXYCUTE 'EM WITH NEW OXY 'ON THE SPOT'.

*Contains benzoyl peroxide. Always read the label. Oxy, Oxycute 'em and Oxy 'On the Spot' are trade marks.

OUT NOW

Five, count 'em, FIVE games make it into our Out Now section this month. More positive proof that news of the Saturn's demise has been greatly exaggerated.

Monster Mansion

The House Of The Dead

By Sega 82%
OOH, BIT OF controversy here. There's no doubt that Sega's coding workhorses, Tantalus, have managed to translate the gameplay of the coin-op pretty much intact, but it's all wrapped up in some pretty dodgy. Loading in the middle of a level? Patchwork quilt super-lo-res mode? Yeah, it looks pretty shabby. Probably something to do with the hideously short time Tantalus were given to code the game (and the high standard of the Model 2 original), but all excuses aside, it's just not up to the standards set by the super-cool Virtua Cop games. The low £34.99 price point makes it a bit more bearable, but you'd have to be a fanatical fan of the coin-op to appreciate this. And even then you'd probably be a bit peeved with the half-baked final product.





▲ Yes, there is red blood in Saturn House of the Dead, look for the code next issue...

Rabbit Droppings

Whizz



By Konami 61%
I PAID £400 TO BUY MY SATURN BACK in '95. Do I want to play games that could be perfectly reproduced on my dust-gathering cheap 'n' cheerful Megadrive? No Konami, I don't. You should do a little bit of market research before inflicting games like Whizz on us. Even Gary, our resident positive-thinking crap-games-magnet, couldn't find anything worth praising in Whizz, opting instead to spend two pages wondering why he spent so much time playing crap games like this in the past. Let's hope we all wake up in the morning, safe in the realisation that it's all been some horrible dream. Please?

Back to the Old Skool

Atari's Greatest Hits

By GT Interactive 80%
YEAH OKAY, WE'RE GETTING ON A BIT. Sometimes bar staff refuse to serve us because we look too old. Normally we just sit in our StayDry® incontinence pants and talk about the old days, days when games like Missile Command, Asteroids, Centipede and Tempest ruled the world. Ah yes, you could spend all day in an arcade and still have enough change from a quid to get some chips to eat on the way home. Happy days. Bag yourself a copy of Atari's Greatest Hits - you'll love playing these old games again. As long as your arthritic thumbs and blurry eyesight don't stop you first.



Game of the month

Burning Rangers

By Sega 90%
SONIC TEAM ARE GIANTS STRIDING confidently around the gaming globe, casually crushing pathetic insects like Electronic Arts and Acclaim without so much as an acknowledging sneer, and proving that, yes, owning a Saturn is still a Good Thing. Burning Rangers is their latest game, and as the respectable 90% score proves, it's another classic from the hugely talented Sega superteam. It does glitch a bit, and can look a bit rough on occasions, but the excellent character and level design proves once again that Sonic Team still tower above all other games designers, with each gigantic footstep sending trembles of anticipation and joy out to the four corners of the planet. Their next game will be on Sega's new console - we're excited already. Keep up the good work, you Japanese game-programming superheroes!







▲ Come on luv, give us a kiss!



▲ Burning Rangers: hot, hot, HOT!!

Hardware Hassles

You're Busted!

PROBLEMS WITH YOUR SATURN? Dog's taken a dump in the cartridge slot? Have to cellotape the CD lid down when playing games? Worry no more. Sega have notified us that any Saturn owners who have broken consoles or defective hardware can now get in touch with the company's new repair centre. Give them a call on 0181 336 1440 or write to them at: Deith, Unit 5, Industrial Estate, Leigh Close, New Malden, Surrey KT3 3NF. Warranty claims must be supported with a copy of the original till receipt to verify the date of purchase. Deith also handle non-warranty repairs at a fixed repair rate. Contact Deith for prices before sending goods. All repairs carry a three month warranty covering workmanship and parts used. Faulty accessories such as control pads and RF leads cannot be repaired. You have been warned!

No need to lose sleep over that broken Saturn. There's a helping hand just round the corner!

News in Brief

RUMOURS ARE CIRCULATING ON THE Internet regarding Capcom's long-awaited Street Fighter Alpha 3. The latest sequel in the company's ever-expanding 2D beat 'em up library is said to contain a shocking 26 characters and new features such as infinite combos and a "Z Mode". There's no word on which hardware is powering the new coin-op (CP-System III?), but Capcom are said to be debuting the game at a special event on May 5th...

Sticking with Capcom, we hear undead mutterings regarding a certain Resident Evil game. Sega President Mr Irinajiri was present at a recent party in Japan to celebrate sales of 2 million copies of RE2 and rumours were flying of possible Katana Capcom releases. No definite details have emerged, but Capcom have mentioned that a new Resident Evil game development is currently being assembled to work an as-yet-unannounced hardware.



▲ Could RE3 be coming to the Katana?

Nutter Hunt Results

Nuts Out!

IT SEEMS THE WHOLE NATION HAS become obsessed with hunting down Lee, with an incredible TWO sightings coming in from our crack nation-wide response unit. Amateur cryptozoologist, James Newton, tracked him to Derby and shocked us with his factual addition to the Daily Mail's article on Lee: "In China the creature is known as Yeren, in North America it is known as Bigfoot... and in England it's called Lee Nutter."



And David Balson got within smelling distance of the beast, thanks to its tortured screeches of "Graphical tour de force!" You made one error though Dave - a sample of hair or droppings should ALWAYS be taken from the scene if you get that close to the Nutter, as confirmed DNA evidence would shake the scientific community to its very core. (If you do find any Nutter droppings, don't send them to us - retreat to a safe distance, close all windows and contact the Fire Brigade).

New Coin-op

Put the Boot in!

SEGA STALWARTS AM2 HAVE JUST announced details of Virtua Striker 2: Version '98. The updated arcade game should be doing the rounds anytime now, with extra teams and features included just in time for the World Cup. Virtua Striker 2 was a big hit in Japan, although few cabinets made it to the UK. Arcades seem to want to make space for the latest beat 'em ups and driving games, but footie fans may want to check their local boozer for this beauty. No word yet on whether Version '98 contains the same novelty teams and characters as the original game, but additional World Cup squads and stadiums are now available.



▲ Virtua Striker 2: Goooooaallll!!





HMV CHARTS

Week Ending 24 April 1998

HMV
KNOW HMV · KNOW GAMES

Send us your top ten titles and you could win a free Saturn game! Post your choices to READER CHARTS, SEGA SATURN MAGAZINE, 37-39 MILL HARBOUR, ISLE OF DOGS, LONDON E14 9TZ. We give away exclusive pre-production silver CD games to those who win! This month's winner is Damian Mascia from Littlehampton.

	HMV CHARTS		READER CHARTS		SEGA PARK CHARTS
1	House of the Dead	1	Duke Nukem 3D	1	Sega Rally 2
2	Steep Slope Sliders	2	Manx TT	2	Marvel vs Capcom
3	Duke Nukem 3D	3	NiGHTS	3	Harley Davidson
4	Resident Evil	4	Bug!	4	Rival Schools
5	Marvel Super Heroes	5	Fighters Mega mix	5	Marvel Super Heroes vs Street Fighter
6	FIFA '98: Road to World Cup	6	Spot Goes To Hollywood	6	Virtua Fighter 3
7	Sonic R	7	Die trilogy	7	The Lost World: Jurassic Park
8	Quake	8	Buka Buka Animal	8	Street Fighter III
9	Alien Trilogy	9	Wipeout	9	Motor Raid
10	Winter Heat	10	Quake	10	Le Mans 24

Competition

Spot the Ball!



WE'VE BEEN SINGING THE PRAISES OF World League Soccer '98 for a few months now - and with good reason, as it's by far the most enjoyable football romp to ever grace the Saturn! The high resolution visuals are the finest we've ever seen in a sports sim, making the game virtually indistinguishable from the top-spec PC version. The gameplay is fast and fluid, with a staggering array of moves and customising options to round-off this sensational package. For further proof, check out the awesome demo on the front of this month's issue of SSM, or take a peek at the flattering review on page 58.





To help us celebrate the launch of this monumental footie sim, we've teamed up with Silicon Dreams to launch our WLS '98 Spot the Ball competition, giving you the chance to win a veritable bevy of goodies. Yep, ten lucky winners will each receive a copy of World League Soccer '98, a limited edition T-shirt and a cool jacket! In addition, one randomly picked winner will be given the opportunity to visit Silicon Dreams' Banbury HQ, to take a look behind the scenes of their PC, Saturn, PlayStation and Katana development! All you have to do to win these fantastic prizes is study the screenshot below and mark with a cross where you think the football should be. Then simply fill in the coupon with your name and address and send it in to us here at SSM. If you don't fancy cutting up your favourite monthly read, photocopies are acceptable. Mark your envelope BALLS OUT COMPO and make sure it reaches us no later than 15th June 1998. Winners will be notified by post. No correspondence will be entered into. Good luck!



Name:

Address:

Postcode:

Tel:



Dear Mr Newsagent,

I've been shoplifting huge quantities of sweets from your shop since the age of ten, and to be honest, I'm starting to feel a bit guilty. Please reserve me a copy of SEGA SATURN MAGAZINE, so I have a reason for hovering suspiciously near the chocolate counter. See you next month - I'll be wearing my coat with the nice big pockets.

NAME ....

ADDRESS ....

NEXT MONTH

We've got the lot: Exclusive Capcom & Fighting Vipers 2 interviews, Shining Force III: Part 2, Gun Griffon II... and more!

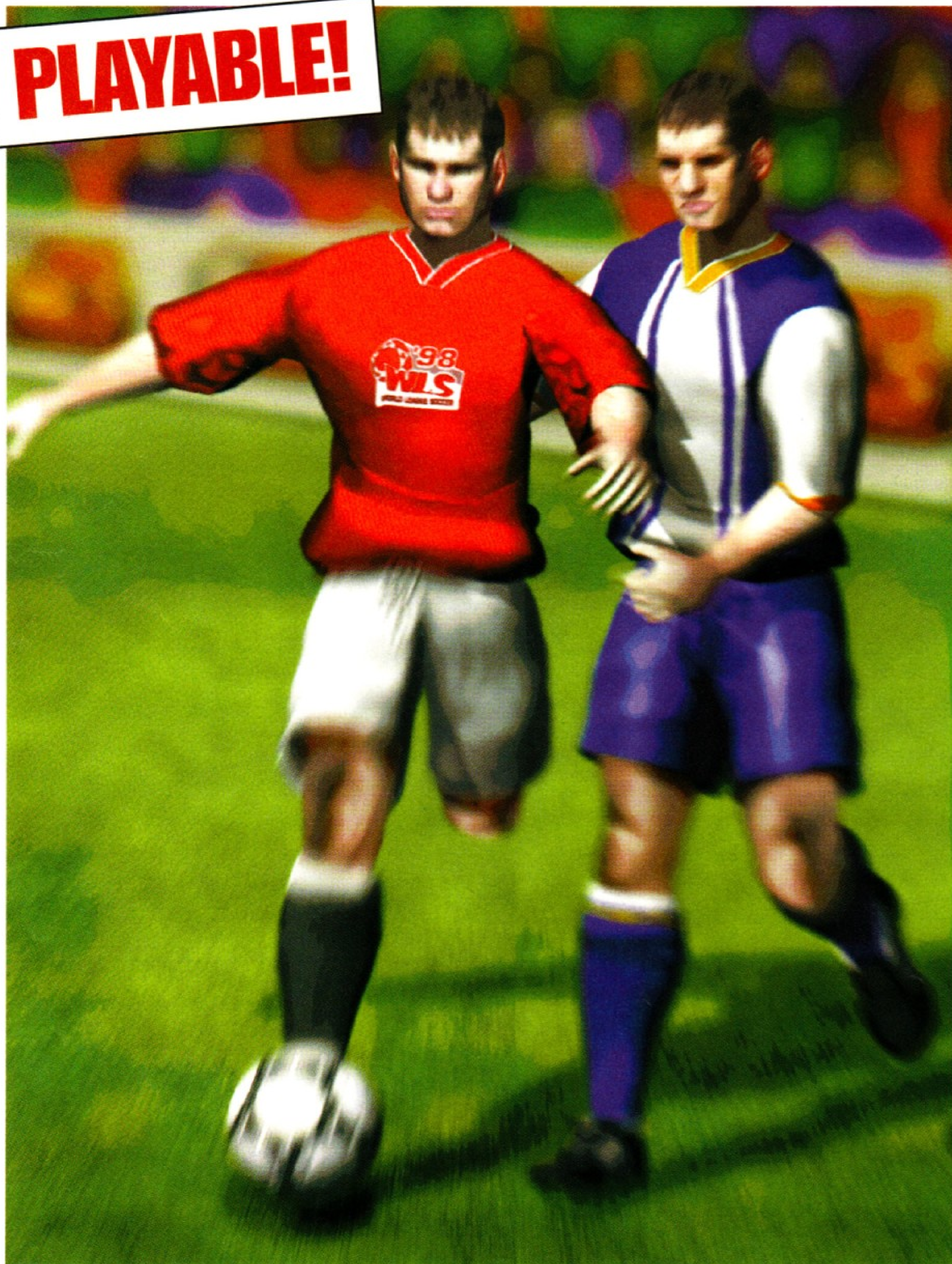
SEGA SATURN MAGAZINE, JULY ISSUE OUT JUNE 17th. BUY IT!!



On the CD...

Sega Flash #7

Not a trick! Not an illusion! This issue of SEGA SATURN MAGAZINE comes packaged with the epochal demonstration compact disc that is Sega Flash #7! So what's the deal? Read on...



WORLD LEAGUE SOCCER '98

In the past few issues of SEGA SATURN MAGAZINE, we've been extolling the virtues of Silicon Dreams' senses-shattering World League Soccer '98. And now it's your chance to get to grips with this most awaited of official games. This software amply demonstrates everything about World League that's so cool - we're talking about brilliant controls, a stunning graphical engine, 25 frames-per-second action... Look, it's the dog's bollocks, okay? This issue we review it, YOU PLAY IT! So there you go, nobody goes home empty-handed with the mighty SEGA SATURN MAGAZINE in the house, boyeeeeeee!







SIT BACK AND WATCH!

BURNING RANGERS

Another game we've rightly been hyped up about - Burning Rangers! The Sonic Team are back... and how! This title is the most ambitious project the legendary über-coders have ever undertaken. The graphics are astoundingly cool with special effects never seen before on the Saturn. And if you think that's good, just wait until you've witnessed Sonic Team's genius gameplay at work. It is indeed astounding. We gave Burning Rangers 90%, because it's bloody ace. When you see the game in action, we're sure you'll agree...





ANOTHER CHANCE TO SEE...

Two demos you "might have missed" - and before all you regular readers start moaning, just think for a minute: if there was any other new stuff, it'd be on the CD. As it is, there isn't, so repeats it is. Hmm... Burning Rangers and WLS '98 not good enough for you, eh? Sigh...





▲ Steep Slope Sliders: the best snowboarding game ever!





STEEP SLOPE SLIDERS

One of the best official releases of 1998 and quite possibly the greatest demo ever seen on the front of SSM (except for the NiGHTS one which gave away a third of the game). It's rampant playability at its best and it's better than Cool Boarders 1 and 2 on PlayStation! Check out this ENTIRE COURSE!



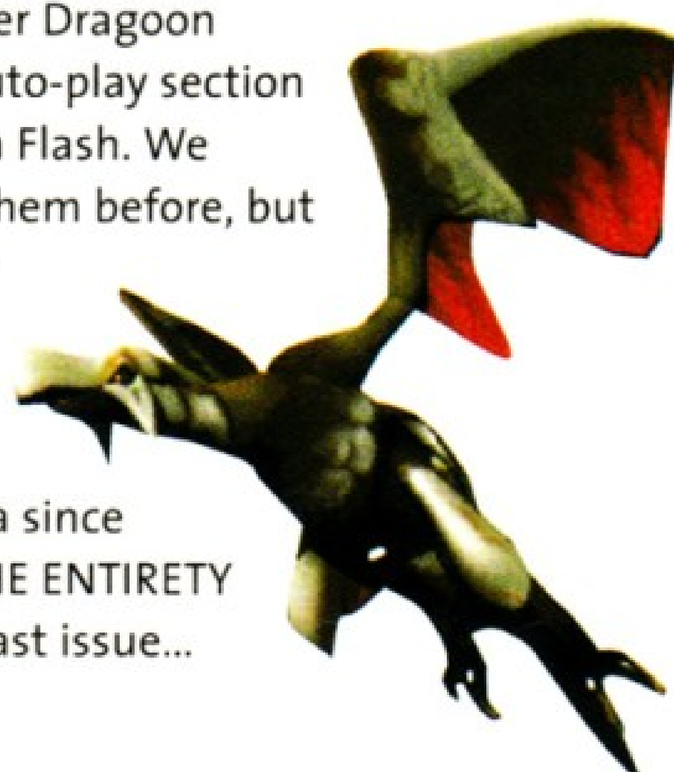
SEGA TOURING CAR

Controversy still swamps the realm of Saturndom - is Sega Touring Car good or is it not? Is it a triumph of graphics over gameplay? Or is it a vast disappointment after the omnipotent Sega Rally? You decide now by playing this great demo that gives you an ENTIRE TRACK to race around!



AUTO-DEMOS


Enemy Zero and Panzer Dragoon Saga feature in the auto-play section of this particular Sega Flash. We daresay you've seen them before, but they're so cool they're back. So there. Presumably you won't need convincing about Panzer Saga since we cover-mounted THE ENTIRETY OF DISC ONE on the last issue...



VIDEO FOOTAGE OF...

The quality isn't the greatest, but this little selection of video still gives you a fascinating insight into the various aspects of some of the hottest official Saturn titles available NOW (or "soon" in the case of the first game). So, what are you waiting for: sit yourself down, brew up a fresh pot of tea of something and ready yourself for the sheer unadulterated POWER of titles such as Shining Force 3, House of the Dead, Winter Heat, Sonic R and NBA Action '98. Like Juggernaut from the X-Men, it's UNSTOPPABLE (provided you don't press the start button).





THE KING OF FIGHTERS '97



Think SNK... think beat 'em ups. The Osaka based developer has released many quality titles over the years, but only one has been able to go head-to-head with Capcom's Street Fighter. Enter the appropriately named King of Fighters. YAS HUNTER reports.





▲ King of Fighters 97 is already a massive seller!

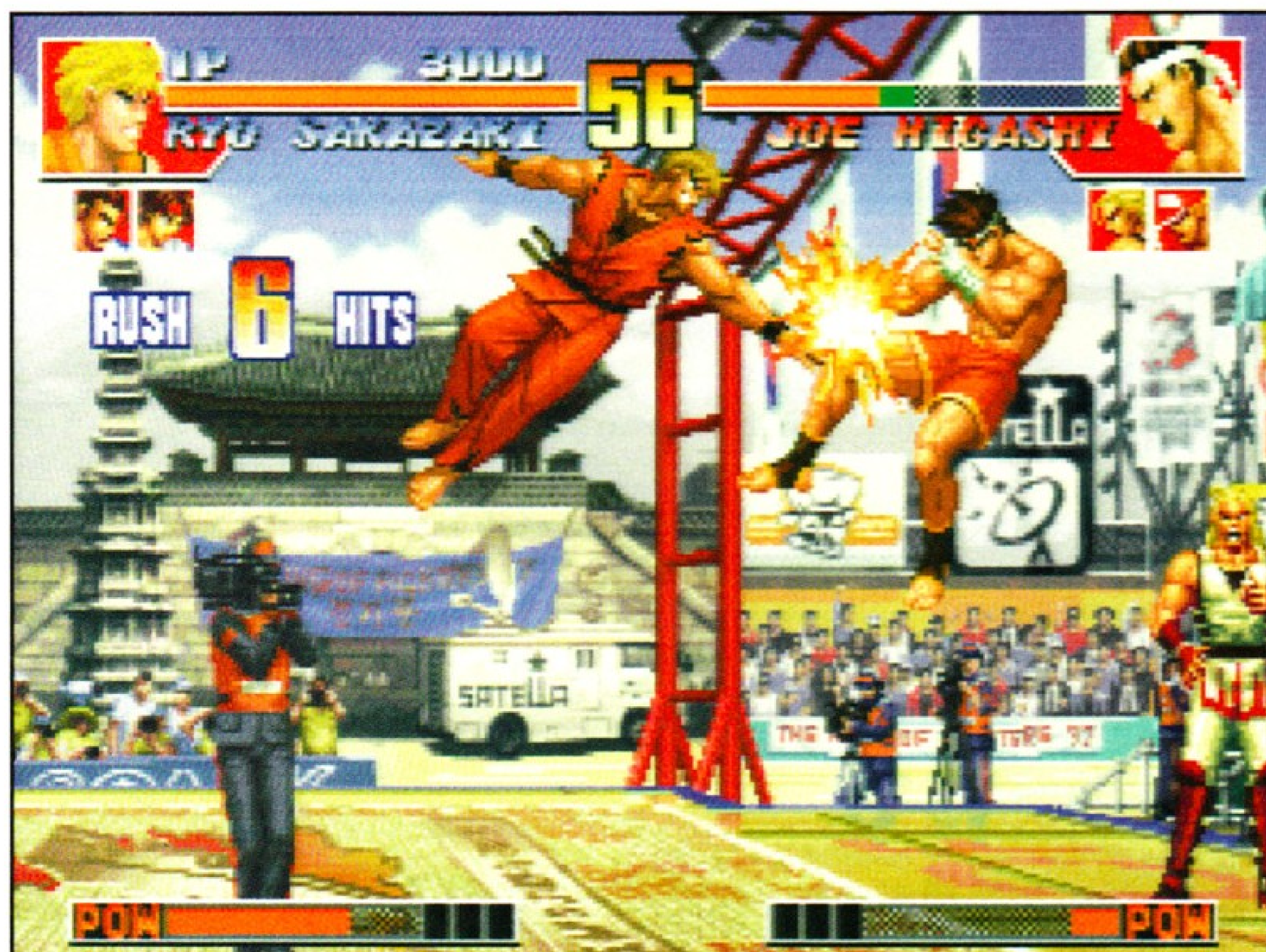
There's no denying that SNK's legions of fans are a committed lot, who eagerly await the release of the next 2D beat 'em up in the company's ever-expanding library with glazed expressions. In fact in a year which saw the likes of the seminal Virtua Fighter 2 and the awesome Street Fighter Alpha, many fighting game fanatics voted King of Fighters '95 their second most popular beat 'em up. Not a bad achievement for a series that gets slated for being unoriginal and poorly constructed by other lesser 'magazines'. The sad fact is that they lack the manual dexterity required to get the most out of SNK's games. With King of Fighters '97, SNK look set to silence their critics once and for all with a fighting game fresh from the arcades that combines hard-hitting action with 1MB-boosted animation. Although unlikely to make it to these shores, SEGA SATURN MAGAZINE takes an in depth look at this year's tournament

Whilst most Saturn owners are salivating over Capcom games likes Vampire Savior, an elite band of hardcore gamers head straight for KoF 97!





▲ The counters add to KoF's rep as the best technical fighting game ever!



▲ New artwork and new moves! Ryo isn't just an enhanced Ryu clone any more!

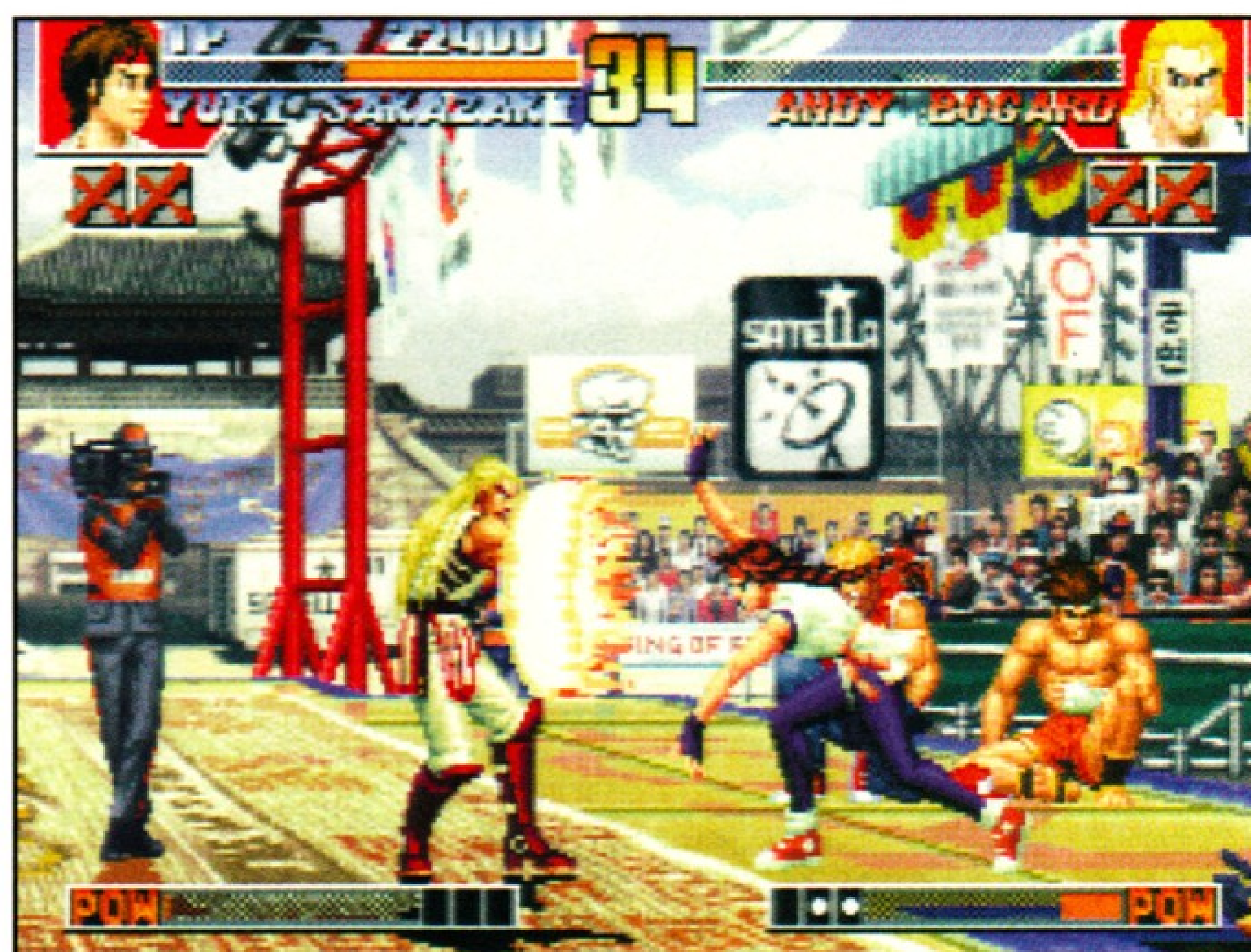




▲ Of course you can choose your own team if the presets aren't to your liking.

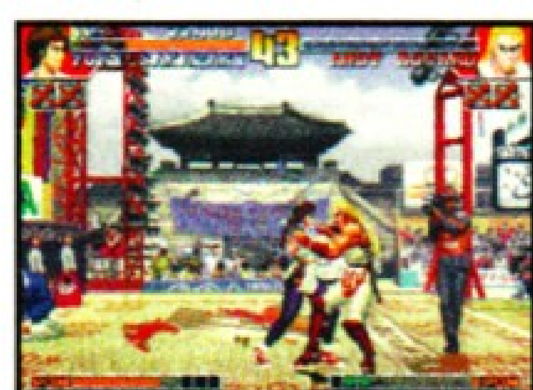


▲ Robert Garcia in action against Andy Bogard... Our money's on Andy, actually...

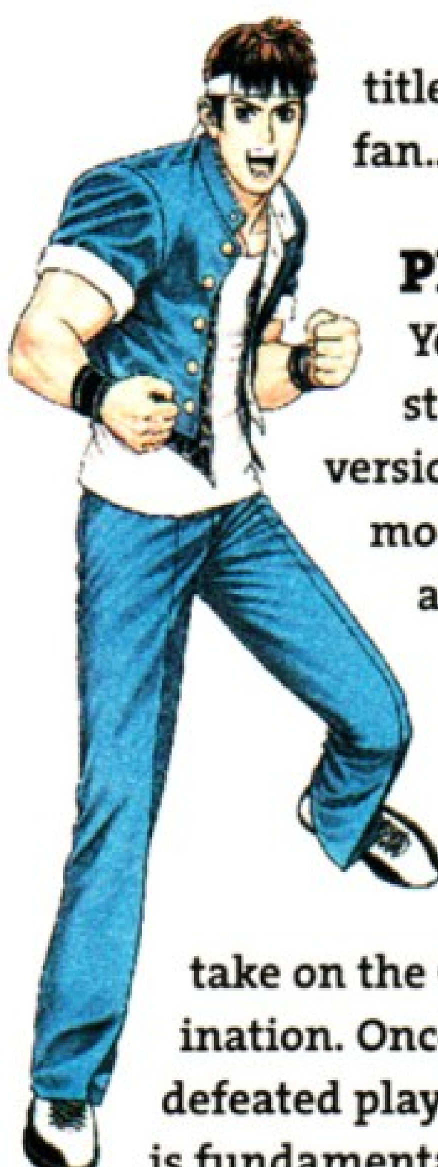


▲ Yuri's style is quite haphazard compared to some, but she still gets the job done.

Hardcore fighting fans are well advised to check out King of Fighters – it's a stunning fighting game.







title with the aid of the game's biggest fan... take it away Yas!

PERFECT CONVERSION?

Yep, it's perfect. And as with standard arcade to Saturn conversions, KoF '97 has several modes of play that were unavailable in the arcade. For starters, players have a choice of six types of play. You can choose from the usual Team Mode, where you choose three characters to make a team and take on the CPU's teams in a process of elimination. Once all the CPU's teams have been defeated players take on the boss. Single Mode is fundamentally the same as the Team game,

More than just an update like King of Fighters 95, this new edition is greatly enhanced over the last version – cool!



but instead of choosing a team of three, you select just the one character. There are also VS versions of both of these modes as well as the now standard Practice Mode in which to hone your combos to perfection. Finally there's the Survival Mode where players take on all the characters in the game, but with just one energy bar! A little is given back should you win a round, but a lot of carefully fought battles will have to be endured if you're to make it to the end in one piece.

TEAM BATTLE

Let's face it, King of Fighters' trademark team battles are easily what makes the series so damned cool. For the benefit to those of you not familiar with the now standard set-up, the team battle is a match-up of two teams comprising three characters that take each other on in a best-of-two slugfest. The winner will be the team that managed to knock out all three of the opponent's team members.

ADVANCED OR EXTRA?

It really doesn't matter what extra modes you have, the KoF games are renowned for their quality gameplay. So let's get into the real game! Before you set out to make your team for world domination, you must choose whether to opt for the Advanced or the Extra Mode system. Each has its own merits, but also its own flaws, leaving you to figure which suits you the best! And, depend-



▲ Andy Bogard's classic super combo looks better than ever in King of Fighters 97! Flame on!









▲ Check out the new Super Combo presentation method. Cool eh?



SNK's visual mastery hits new levels in KoF 97 - the backgrounds and super moves in particular are absolutely brilliant!



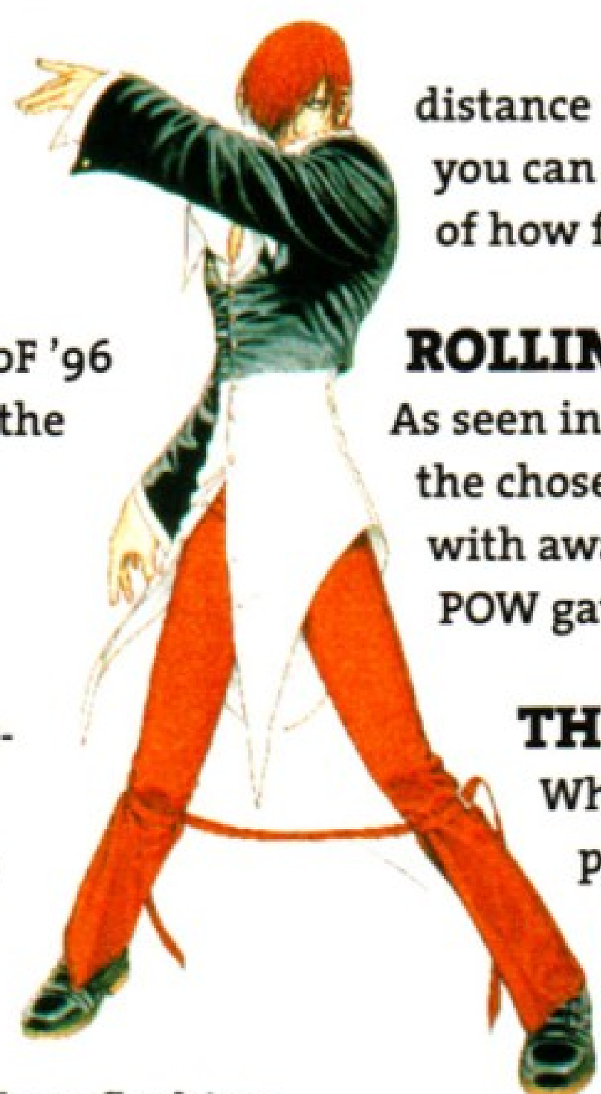
▲ An old man. Into "drinking the sake". A wild, unpredictable, yet effective fighting style. The Drunken Master's in the courts now!





▲ This game even has an artwork gallery, just like SNK's Metal Slug!

ing on which system you chose, your character's attire will change accordingly.



ADVANCED MODE

The Advanced Mode is based on the system used in KoF '96 and has more features than the Extra mode. Here are the key features:

POW GAUGE

The gauge is charged in the same manner as Street Fighter Alpha where, every time a special move is performed by your character or he blocks an opponent's attack, the gauge builds up until it fills the entire bar. A full POW gauge allows you to use super combos, guard cancels and temporarily increase your attacking power by pressing A + B + X together. A maximum of three POW gauges may be stocked, indicated by a flashing green diamond at the opposite end of the POW gauge.

DASHING

Tap the D-pad twice swiftly in the direction of your opponent and your character will start to run allowing players to cover a great distance in a short time. Pressuring your opponent is easier if you can dash as you can follow up with an attack regardless of how far your foe has been blown away.

ROLLING

As seen in KoF '96, pressing the A & B buttons together makes the chosen character roll forward or, if pressed in conjunction with away on the D pad, roll backwards. If you have a full POW gauge, a roll can be used to guard cancel.

THROW BREAK

When an opponent grabs you with a 'normal' throw, press any button and a direction on the D pad (or A + B together) and hey presto, you're out of a sticky situation! These four features are only available in the Advanced Mode.



▲ Mai's breasts seem to have grown in both volume and wobblability. Yes, again! Stop it, girl!



▲ Ah... evidence of primitive humour with regards to the taunts, then...









▲ This'll be a two hit rush combo straight into a super then I expect. Yep, we're good at games all right.



Poor old Takuma's been booted out of Ryo's team, it would appear (above).



▲ A million adolescent wet dreams cruelly curtailed: Mai's getting hitched!



▲ Fatal Fury stalwart Terry Bogard's back once again!





SNK's character art remains utterly sensational as these screens reveal...





▲ The Southtown stick maestro Billy Kane returns to battle (left).

EXTRA MODE

The Extra Mode is a more refined system of the KoF '94 system and has more of the traditional feel of things. Unlike the Advanced Mode, the Extra Mode tends to be more of an asset for the characters like Goro and Clark who excel at throwing.

POW GAUGE

The POW gauge is activated the same as it has been for the past three KoF titles - hold A + B + X to charge your POW gauge. When your POW gauge is at MAXIMUM, you can utilise your character's super combo or guard cancel by pressing X + Y. Also, when your energy bar is flashing red, super combos can be used infinitely.

New to KoF '97 is the taunt... or lack of it. Whereas in previous KoF games the taunt move could temporarily halt a character's POW gauge, the taunt has now become more or less useless in that respect, but it's still a great way to make a baboon out of your opponent.



HOPPING

Swiftly tap towards twice in the direction of your opponent to make your character hop.

It may not cover as much ground as the dash, but it certainly has its advantages. For example, most players tend to sweep a character who hops forward, but as it's possible to perform a mid-air special during the hop, your character will have the attack initiative.

DODGING

One feature that was sorely missed in KoF '96 and with it's return, it feels as if the classic KoF gameplay has come home again! To dodge an attack, simply press A + B simultaneously and mockingly laugh as your foe's carefully planned attack goes horribly pear-shaped. And to add insult to injury, counter with your own attack!



▲ Another classic Joe Higashi move - retooled for King of Fighters '97, but still most effective...





▲ Winsome females abound in this new edition of King of Fighters...







▲ As you would expect, SNK have bolstered the roster for the King of Fighters tournament...





▲ One of the more bizarre moves in KoF 97 revealed step-by-step!

Despite the lure of Capcom's 4MB RAM cart, SNK have stuck with the 1MB model for KoF 97...



SO, WHICH SYSTEM'S THE BEST?

Well, it all depends on which characters make up your team. As a general rule, it's easier to play in the Extra Mode if your team is more of a throw-based squad (such as Goro, Clark, Shermie) as you can dodge attacks and counter with super combo throws. But if you plan to have a combo crazy team (such as Kensou, Terry, Ryo) it's best to opt for the Advanced Mode as you can keep fighting without worrying about powering up the old POW gauge.

THAT OLD MAGIC

The classic KoF gameplay has been tweaked slightly every year from the combo crazy, guard cancelling bonanza that was KoF '95 to the cautious, counter-based gameplay of KoF '96 and finally it seems as though SNK has finally got the perfect combination.

KoF '97 plays far smoother than any other previous game in the series and the fact that there's the also option to choose the '94/'95 system or the '96 system caters for all fans. It's also become far more user friendly than any previous KoF title with flexible special move commands, special pad mode (with a single push of a button, the special move designated to that button will be executed), float times being extended (the period when you can hit a floated opponent) and the introduction of command chains. Command chains are similar to the overhead strikes seen in the Street Fighter games (lever + button= different move), but they can be chained on to normal attacks and have the benefit of being cancelled into a super combo.



▲ The gender-ambiguous King from the Art of Fighting game is back once more! She still dresses like a bloke!

HMM... 1MB OR 4MB?

KoF '97 requires the use of a memory card - either the old 1MB model or the cool 4MB one used with the new Capcom games. With KoF 97, both function identically, but loading times with the 4MB model appear to be significantly quicker... Go get that one then!



▲ Insert your own fan-based gag here. For example: fan-tastic!









▲ With supers like this, it's no surprise that Kyo remains the most popular and powerful fighter in KoF!









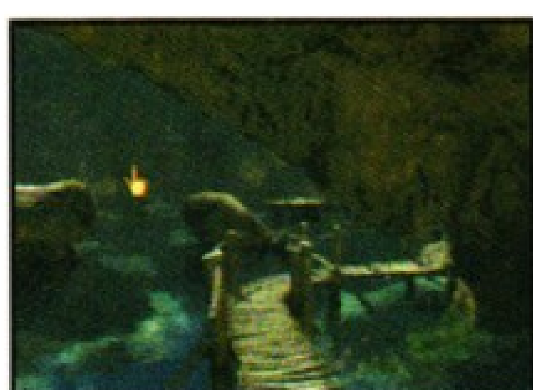


Riven

Myst - one of the most bizarrely popular adventure games of all-time. RICH LEADBETTER just couldn't understand the appeal, but gets closer to the truth after checking out the sequel... But can Riven bridge the gap to the average Saturn gamer?

Yup - Riven's actually a really cool game. Tons, tons better than Atlantis. Easily.





I freely admit that I could not stand Myst. The thought of clicking about a series of flick-screen renders just didn't appeal to me whatsoever and therefore it was much horror that I was confronted with the sequel, Riven. But the thing is, Myst and Riven are two of the best-selling videogames of all time. Why? Maybe I can't understand the appeal but I know people who do. I know someone who spent months playing Myst, who became so immersed in the world that she even kept a journal. Never before have I witnessed this from a game.

I shed my preconceptions of Riven and went out and spent thirty five quid on the PC version. I ignored the fact that it's just a series of renders and FMV sequences. I allowed myself to understand the game at the level the designers wanted. And I think it's pretty amazing, actually. But having gone back to Myst I still don't like it.

We don't like Myst - no sir. However, Riven manages to appeal in a weird sort of way that's quite unlike any other videogame...



▲ The artwork (left) is straight from the PC version - and that's the Saturn game above. Not bad eh?



▲ Literally, you just point where you want to go and press the button!



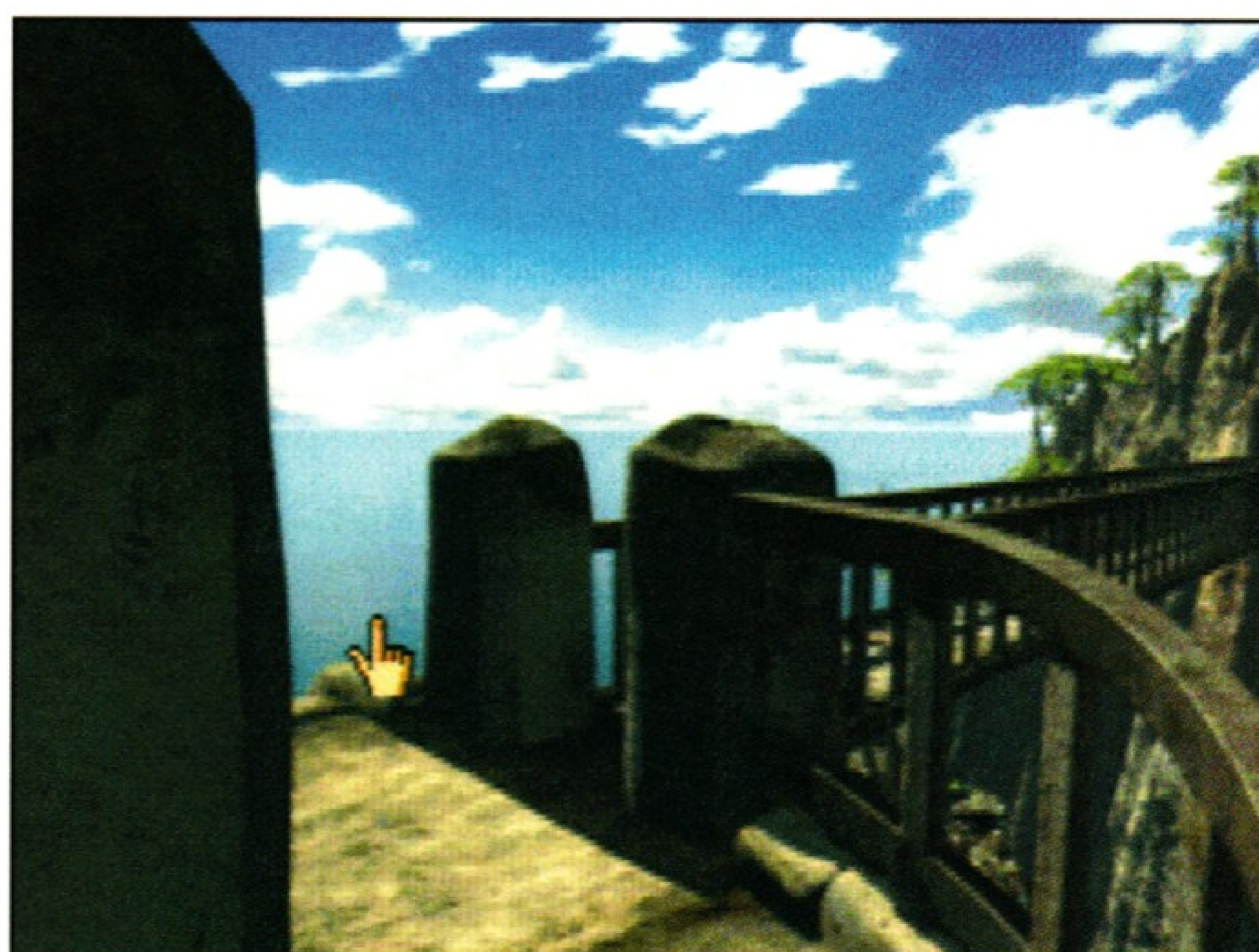
▲ Movement from one location to another is achieved by pointing and clicking. And there's no pointless animation a la Atlantis - it's pretty instant.





▲ Diehard arcade laserbrains WON'T like this. RPG players should though...





Official releases like this are welcome. Courier Crisis ISN'T!





HOW DO THEY DO THAT?

Essentially speaking, Riven and Myst are pretty interchangeable in terms of design. You have a beautiful rendered screen to look at and you click where you want to go. When there's an object at hand your on-screen pointer changes shape, meaning you can interact with it. It's very simple.

But the key to Riven's superiority over Myst is down to the immersive nature of the game. Sure the graphics are amazing and you can pretty much go wherever you want, but it's the little touches that augment the willing suspension of disbelief. Myst was too static, yet Riven features a stunning ambient soundtrack and little animation touches that bridge the gap.

I sat down and played Riven for a few hours straight now even bothering with any puzzles, just exploring the various islands. That's the beauty of the game and quite probably the appeal to the mass market. The graphics look REAL and you don't care about the flick-screen statues of your movement between locations. And what puzzles there are seem primarily based on logic as opposed to the more traditional adventure game puzzle. Someone who's never played a videogame before could get to grips with this in nanoseconds. So there's your appeal.



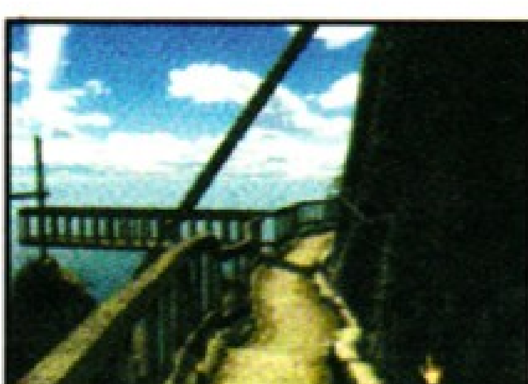
BUT THE THING IS...

Riven's a game designed for the mass market, so how's it going to fare with the Saturn owners out there? As we all know, the typically active user of the machine is more into action and indeed action RPGs than the sedate, brain-based puzzling that Riven meats out.

Despite my recent conversion to the cause (although just to stress the point, I still DON'T like Myst!), I hope the game does well, being as it is, one of the last new official releases for the Saturn.

It's pretty much in a class of its own in that it's entirely different to the adventure game as know it. Every game from Shining Wisdom through to Grandia and Panzer Dragoon Saga

Despite the gulf in graphical capabilities, the Saturn acquits itself well compared to the PC rendition of Riven... Review soon!





Although we've only played the Japanese Riven, translation shouldn't be a problem. It's a US game after all.



A VERITABLE ROLLERCOASTER

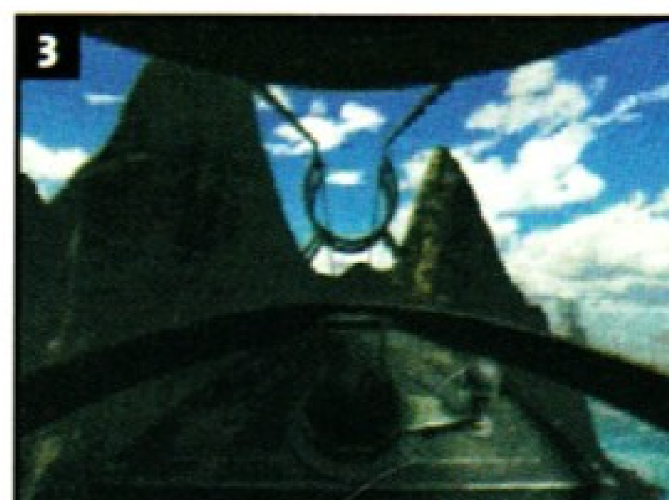
Riven is set on a series of islands, each with inter-connecting puzzles. But how do you travel from island to island? With style, that's how! Pre-rendered FMV sequences are used here as the player travels about using a suspended railway and an Indiana Jones minecart section! These sections of the game are pretty breathtaking actually and in the traditional puzzle stylee, you need to work out how to use the transport before you get moving.



▲ The most spectacular action in Riven comes in these sections...



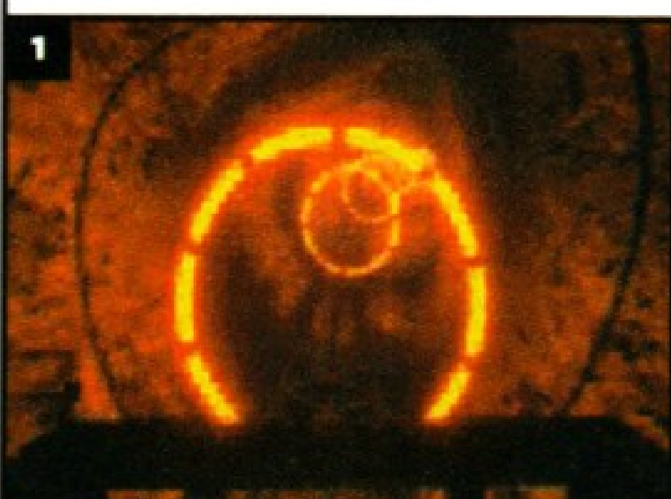
▲ ... Right now we've clambered into a suspended cable car...



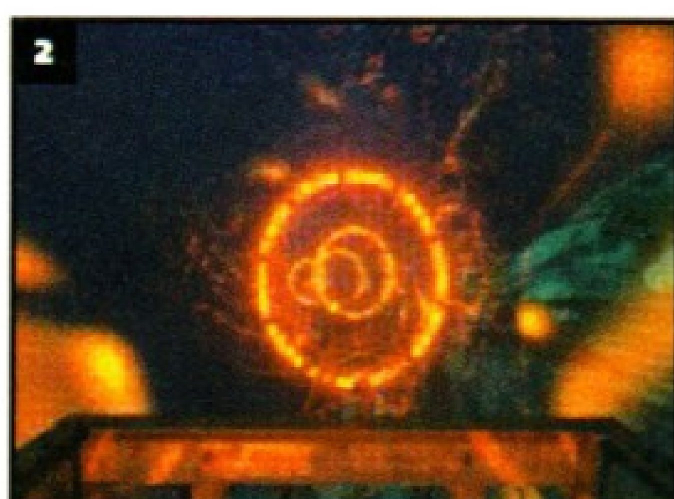
▲ ... And this sequence demonstrates the journey between...



▲ ... One island and the next. And then you have to swap discs. Boo!



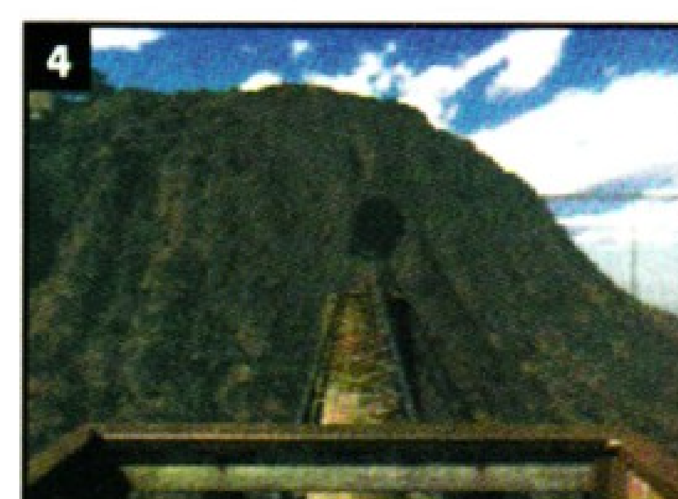
▲ Moving from the second island to the third is really cool...



▲ ... You get to shoot about in an Indiana Jones style mine cart...



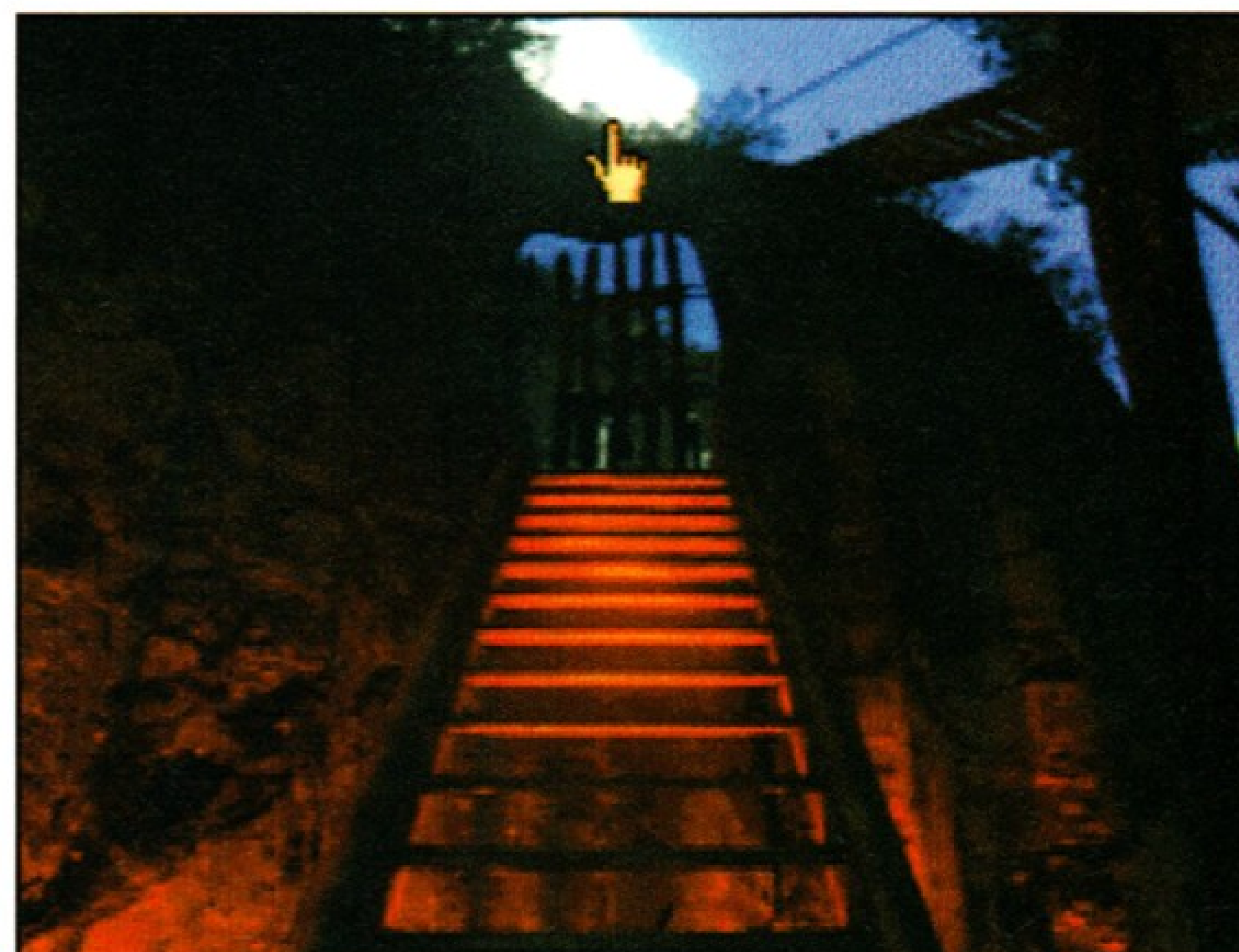
▲ ... The difference is that part of the tunnel appears to be...



▲ ... Running under water, crossing the gulf between the islands!



Riven's only slightly less impressive than the PC version running on a top-spec system – the TrueMotion graphics system works really well...



▲ The Myst style of gameplay has been retained and expanded upon... yes, we actually like the game now!





▲ We'll be interviewing the Riven creators in a forthcoming edition of SSM!

is a carefully plotted, pre-planned journey through a wonderous world. The difference with Riven is that there's very little to stop you going wherever you want, whenever you want. If you're not keen on one puzzle, chances are there's five more to discover or six more to go back too. It's a refreshing freedom in an adventure game and a stark contrast to say, PlayStation Final Fantasy VII, where the majority of your antics (at least on the first disc) are spent following people about in the name of plot progression.

We shall see just how successful Riven is on console in the fullness of time, but the bottom line is you've got to give a little to get the most out of the game. For those brought into adventure fandom on the likes the Shining games and Dark Savior,





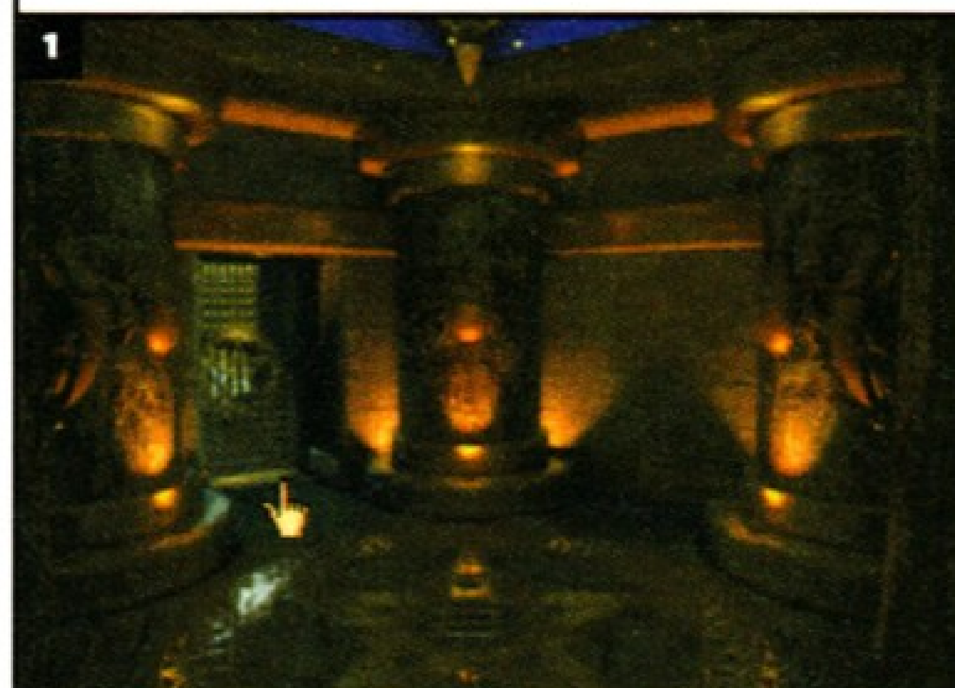


▲ Expect Riven to be available in June or July. Wow! An official game!

Riven can initially seem totally incomprehensible as there's no actual imperative to get anything done! But trust me, that's just Riven's way of giving freedom back to the gamer as opposed to taking part in a pre-determined narrative with some fighting thrown in.. Final Fantasy, are you listening?

LOGIC PUZZLES AT THEIR BEST

One of the very first puzzles you encounter in Riven concerns a room on the top of the first hill with wooden columns with golden beetles on each. Just outside the door is a switch the rotates the entire room. The key here is to open up a grating you can see inside. But to that you're going to have to rotate the room so you can't enter it and then somehow get in... Hmmm..



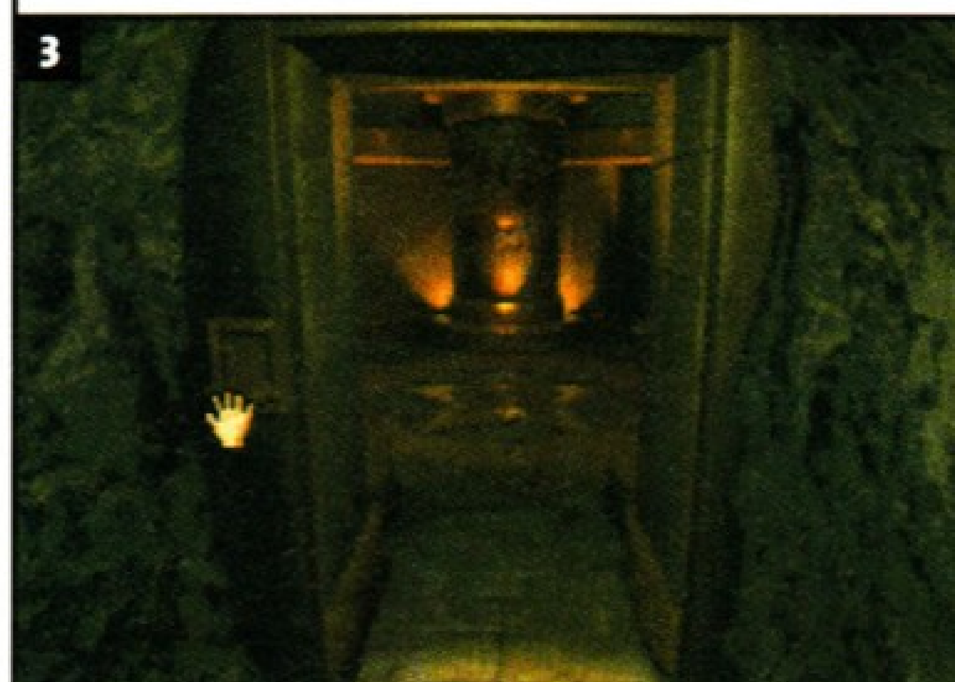
1

▲ Finding another way into the Beetle room is the key here – that grating's gotta come down!



2

▲ This gate looks promising. But it's locked. Hey, maybe you can squeeze underneath!



3

▲ Success! Having rotated the room four times you can now get in via the other entrance....



4

▲ ... This enables you to find another room that opens the grated exit you first came across...

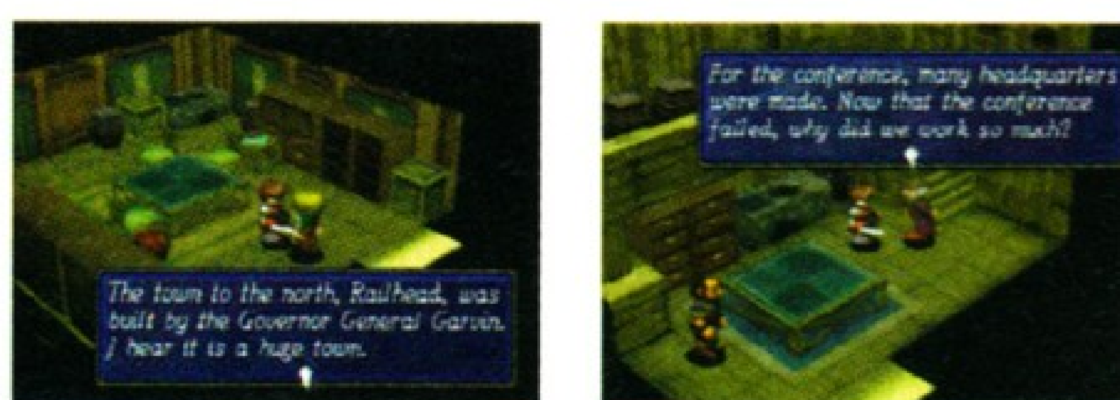
BY	SEGA
RELEASE	JUNE
PLAYERS	1
HARDWARE	N/A
PRICE	TBA
STYLE	BATTLE RPG

What?!? Yet another Shining Force 3 preview? Yup, but this time we have the fully translated UK game in our hands... and it's brilliant! And now, finally, we can tell what's actually happening! Good!

Shining Force 3



▲ Critical hits eliminate your opponent in one fell swoop.



▲ Quizzing the locals is par for the course in all RPGs.

We all know that the Shining series of games has been particularly excellent on the Sega Saturn. We still get a vast amount of plaintive calls from readers anxious to get through a certain section of Shining Wisdom, despite the fact that it's three-years-old! And as for Shining the Holy Ark - only a lunatic (who hasn't played it) would dare suggest that it deserves anything less than the vast 93% score which we gave it last year!

The thing is though, on the Megadrive, the Shining Force games were just... brilliant! They managed to combine the plot and adventure you got in Holy Ark, but added in vast rafts of tactics and strategy in the enormous fight sequences. Now it has to be said that although Wisdom and Holy Ark had ace battle scenes, they are as nothing compared to the might of Shining Force 3 - the all-new addition to the series from the talent-packed labs of Sonic Software Planning (now known as Camelot).

That's really the basis for this new Shining game. It has all the plot and intrigue of previous Saturn Shining outings, but adds in a truly deep and comprehensive battle system. How complex? Well, put it this way, some battles can go on for over an hour! Cool eh? Maybe so, but the true genius behind Shining Force 3 is the level of character progression Camelot have coded in. As you battle, your team begins to form partnerships within itself, friendships develop, new team members are recruited.

[The best battle RPG the Saturn's ever seen - Shining Force 3's cool!]

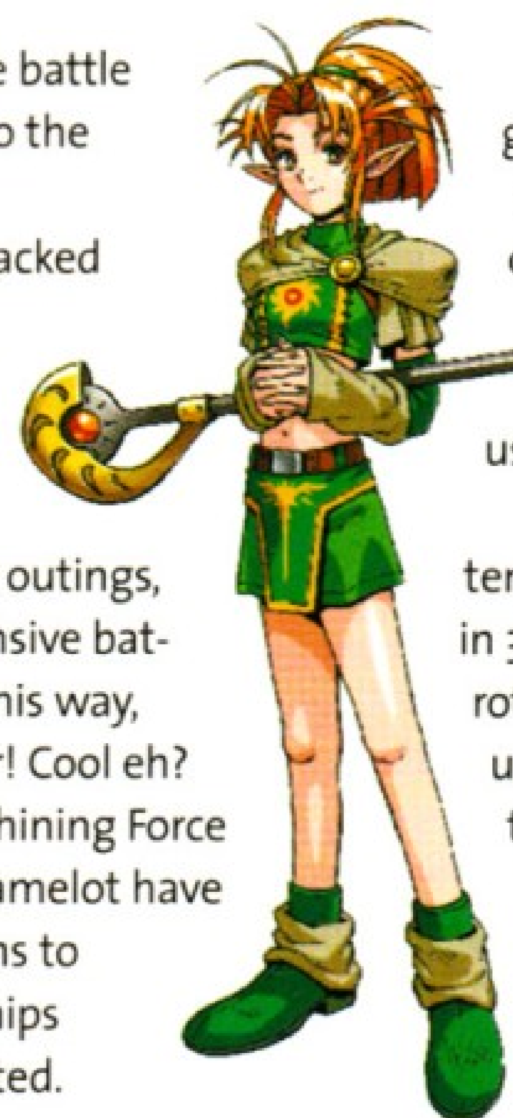


▲ The special effects in Shining Force 3 are very cool...





▲ The 3D engine employed in Shining Force 3 is far superior to the system used in Holy Ark. It's more in line with what Game Arts achieved in Grandia...



ALL of these activities are masterminded by your good self. In this game, combat isn't just about smacking hell out of your opponents. After the likes of Panzer Saga and Grandia, there's no doubt that Shining Force 3 has the hardest, deepest fighting yet seen in a Saturn adventure game. Trust us: it's really, really cool!

The graphics engine is ace as well. A similar system to Grandia is used in that everything is depicted in 3D, allowing you to zoom in and out of the action, rotating the playfield using the shoulder buttons. The update is a swift 30 frames per second. To tell the truth, it doesn't look as cool as Grandia, but things are a lot faster and smoother.

The special effects seen in the game are excellent as well. If you thought the spell effects in Shining the Holy Ark were great, ready yourself

MAPS OUT

The map used to travel between towns and cities in Shining Force 3 is a bit... odd, in that your characters remain full-size on the scale map! Some of the game's most epic battles take place here - the terrain has a huge effect on the fight - horsemen can't ride over mountains and slow down through forests, for example. The trick is to think of the terrain itself as another weapon to use against the attacking forces! The chances are that you'll rarely have an easy time just travelling from one place to another (as in Holy Ark) - it's pitched fighting all the way, mate...



▲ Notice the lack of scale on the map screens...



▲ Battles occur on the map sections as well - they're epic!



▲ Dantares' off-colour complexion is down to the fact that he was earlier poisoned. By a bat, no less.







▲ It may not be as detailed as Grandia, but the graphics engine is similar conceptually and is a lot, lot smoother in action.

for something a whole lot better in Shining Force 3. The same sort of spells are depicted, but the graphics are just something else. In fact, the close-range combat is brilliant to behold.

There has been some righteous consternation from you reader guys concerning the translation of Parts 2 and 3 of this game. As you know by now, your antics in Part 1 are saved to memory and have a direct affect on subsequent episodes. It's called the Synchronicity system and it's completely revolutionary. Now this doesn't help us much if the latter parts are never to be translated, but the bottom line is that each game is designed to work without the Synchronicity system being separate entities in their own right. Besides, no final decision has been taken at Sega regarding the translation. At the moment, the plan is that if Shining Force 3 Part 1 sells well (and it should), subsequent outings will be translated.

The bottom line is that now we have the English language game in our clammy mitts, we absolutely love Shining Force 3. Review and Showcase next issue!

TOWN AND COUNTRY

Most of the game's exploration and plot progression elements occur in the towns and cities found in Shining Force 3. Here you can pretty much go where you want, when you want, talking to the town inhabitants, equipping your team with new weapons and such and such.



▲ Get extra weaponry to beef up your fighting prowess!

LET BATTLE BE JOINED!

Shining Force 3's battle system is far more advanced than either Grandia or Holy Ark. Essentially your current location is turned into a grid. Certain players can move a certain number of spaces before using attacking or using magic or an artifact. The trick here is to make sure that everyone's back is covered. You can be completely mullahed in the very first battle if you're not clever.



▲ The fighting cut-scenes feature some rather exceptional visual effects.



▲ As in most Shining games, the church is a place to save your game and heal up.



▲ As the never-popular Paul Daniels might remark, "Now *that's* magic!"

BY	CAPCOM	
RELEASE	SUMMER	PLAYERS
HARDWARE	PRICE: IMPORT	
N/A	STYLE: STREET FIGHTER	

Last month we prayed for it... this month we can announce it! Capcom are returning with an all-new pack of old games: Street Fighter Collection 2! Let the retro orgy commence!

Street Fighter Collection 2





▲ The original Street Fighter 2 in some semblance of glory!

When it comes to new Saturn Capcom information, we usually go straight to the source: Capcom of Japan. However, this month Capcom of America chose to unveil a partial line-up of their games for the forthcoming E3 show in Atlanta. Just about the only title we weren't aware of is this potentially brilliant retro collection!

Street Fighter Collection 2 is the game that all true hardcore SF veterans have been waiting for. It contains the ORIGINAL Street Fighter 2, reproduced in a completely pixel perfect state. Additionally, the two sequels Champion Edition and Street Fighter 2 Turbo: Hyper Fighting are also included! Some believe that once the original programmers left Capcom, the series lost a little of its charm as the series progressed into Super and Alpha territories, so this forthcoming pack is going to be a dream come true!



As if you don't know, Street Fighter 2 completely redefined the arcade and home videogaming scene in 1992. The game took the one-on-one beat 'em up to incredible levels of sophistication. The introduction of concepts such as combo attacks and multiple special moves gave Street Fighter 2 an edge that no competitor could match.



▲ This should bring back a few memories eh readers?

Street Fighter 2 was pure magic, it's that simple. It kick-started the 16-bit era of videogames, it revitalised the arcades. It wasa amazing.

Another aspect of its popularity concerned the fighters themselves. They weren't just two-dimensional sprites battling it out with non-descript moves. For the first time ever they were fleshed out into "real" people with motives and agendas for entering the Street Fighter competition. All of the fighters (bar E Honda perhaps!) entered the pantheon of videogames characters. And yes, Chun-Li was probably the original "games chick".

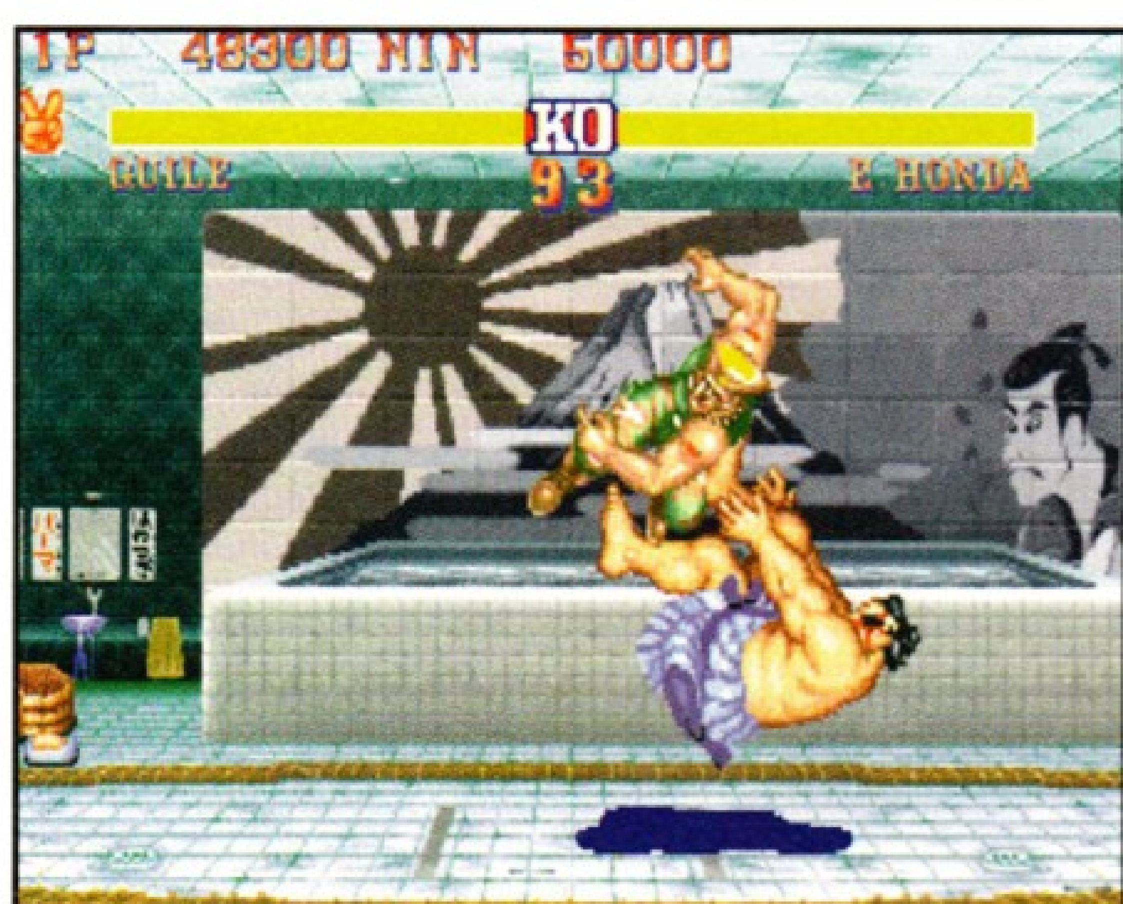
But the SF phenomena returned the pirates to the arcade scene, who ripped off the code and made their own ridiculous variations of the game (Black Belt Edition any one), with absurd speed levels and pathetic special moves (like 12 fireballs at once for instance, d'oh!).

Capcom sent them packing with sequels of their own: Champion Edition and Hyper Fighting. The for-

[The original Street Fighter 2 returns! It's the retro pack we're gagging for!]

STREET FIGHTER 2

This is the game that started it all. Eight characters: Ryu, Ken, Guile, Chun-Li, E Honda, Blanka, Dhalsim and Zangeif battle it for the honour of doing battle with four bosses, culminating in the final confrontation with the horrific M Bison!



▲ But will the old "Guile Handcuffs" bug be in there eh?

STREET FIGHTER2: CHAMPION EDITION

Bowing to popular demand, this Street Fighter pseudo-sequel allowed players to use the boss characters Balrog, Vega, Sagat and even M Bison himself! The game logic was also tweaked into order to match up the Street Fighters more fairly. Another classic.









STREET FIGHTER2 TURBO: HYPER FIGHTING

Champion Edition was merely a tweak compared to the upgrades in Hyper Fighting. All-new character costumes and a far faster turn of speed were the most obvious additions, but Capcom also boosted several characters with all-new special moves, like Chun-Li's first fireball!!











Whatever Happened to...

1. E Honda
2. Blanka
3. Vega
4. Balrog
5. Sheng Long (joke)

◀ Classic SF2 is coming our way!

mer was an all-new board that arcade owners had to buy to replace their older SF2s. However, the latter could be bought as a chip upgrade that you could fit yourself into the cabinet!

All of this magic is coming back to the Saturn with the advent of Street Fighter Collection 2. Combined with the collection already available (and hopefully, hopefully now available officially via Virgin), this new pack will mean that every incarnation of Street Fighter 2 will be available for Saturn owners to savour!

As retro packs go, this one (coupled with the Ghouls and Ghosts Capcom Generation Pack) is going to be one of our faves! More news as and when... but what will Capcom unleash next eh?



▲ SF2 Turbo: Hyper Fighting had new moves, like Blanka's vertical Cannonball Roll...



▲ With SF Champion Edition, you could "be the bosses". Game logic was also enhanced.

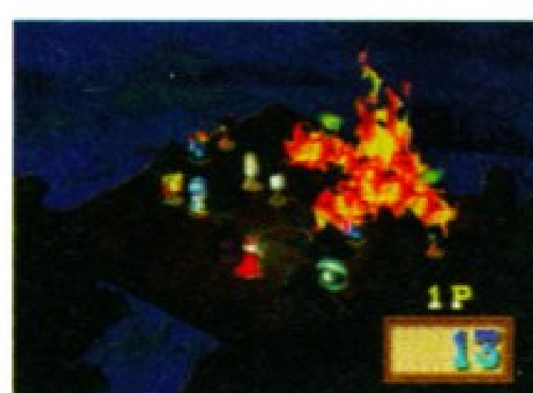
BY	HUDSONSOFT	
RELEASE	OUT NOW	PLAYERS
HARDWARE	PRICE IMPORT	2
N/A	STYLE BLASTER	

Bomberman Wars is the first turn-based bombing game, ever! Has a brave new gaming frontier opened up before our very eyes, or is Bomberman just a burning effigy of everything he used to be? Entertain us, B-Man...

Bomberman Wars

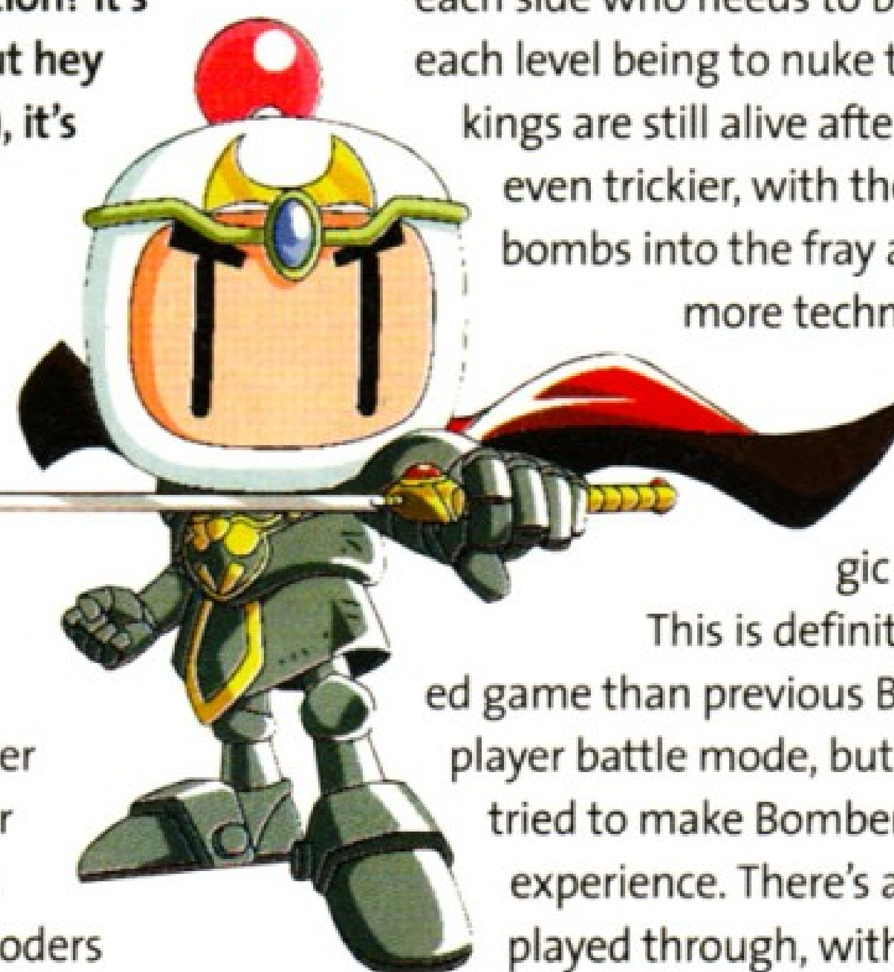


▲ Ambassador! With these 25 levels you are spoiling us!



▲ (Right) The explosion effects are a bit weedy, but it's the strategy that really makes Bomberman Wars tick.



Good ol' Bomberman can always be relied on to provide some hardcore, no-brainer blasting action. But what's this? WHAT THE HELL IS THIS? A Bomberman game requiring serious amounts of strategy and concentration? It's an insult to everything we hold dear! But hey (games journalist cliché mode engaged), it's how the game plays that's important, man. So let's, you know, take a look at Bomberman Wars in a completely impartial manner, casting aside our preconceptions and judging the game not by the colour of its box, but by the content of the CD within that fragile plastic exterior.



And despite the initially worrying strategy angle, it's quite a fun game. After the impressive Bomberman: Fight!, poor Bomberman was always going to find it tough coming up with a sequel, so top coders Hudsonsoft tried something different - and boy, is this different! Imagine the normal Bomberman gameplay, but with every movement and attack being performed one turn at a time. It's slow. Really slow.

But after a decent playing session, it starts to make a bit more sense. Each team has five players with varying movement and bombing skills. There's also a king on each side who needs to be protected, with the aim of each level being to nuke the other team's king. If both kings are still alive after 30 turns, things start to get even trickier, with the Saturn chucking a few extra bombs into the fray after each turn. The levels get more technical later on too, with some excellent siege-style locations, which call for some extremely brain-taxing strategic decisions.

This is definitely a more one-player orientated game than previous Bombermans. There is a two-player battle mode, but it seems that HudsonSoft have tried to make Bomberman Wars a more lastable solo experience. There's an impressive 25 levels to be played through, with later levels only opening once earlier sections have been cleared. Plenty of extra characters to be gained by defeating the baddies, which gives the game a nice and user-friendly difficulty curve.

UNDERSTANDABILITY?

After a good few hours of play, there were still a few options that remained a mystery, thanks to their Japanese descriptions. Still, they didn't seem to do anything, so they're probably not that important (fingers crossed). Anyone used to puzzling through Japanese options on import games should get the hang of Bomberman Wars after an hour or so, with the 'move' and 'bomb' options being the only really important buttons to know. It's pretty good fun, but the higher-octane Bomberman: Fight! remains the top Bomberman game.



▲ If anything, Bomberman Wars is even more colourful and inventive than Hudsonsoft's previous B-Man effort.


▲ Looks nice, eh? There's even a completely new set of levels for the two-player battle mode, making Bomberman Wars the most one-player friendly Bomberman game yet.




▲ Dragons: the natural predator of Bombermen.





I LIKE TO MOVE IT, MOVE IT

Concentrate, here's the rules. Players pick five players for their team. The enemy usually has five players too. Fights take place over 30 turns, with each of your characters being able to move and bomb once per turn. This is done by highlighting a character, then picking the square you wish to move to or bomb. Each character can only have one bomb active at a time. Some characters can move several squares per go, while some can only move short distances. But most slow moving fighters have a longer bomb-chucking range to compensate. The aim being to destroy the opponent's king. It is quite a bit like chess, only with bombs.



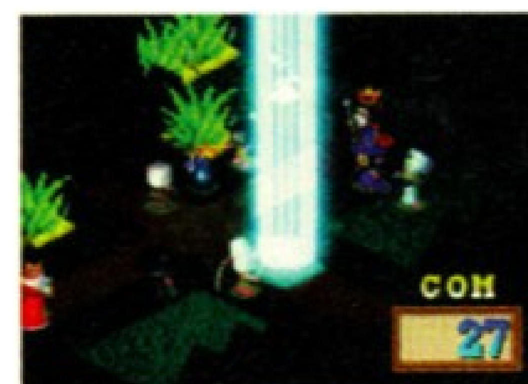


▲ That's the way to do it. The poor old dragon is boxed in and about to meet his scaly green maker. I win.

The graphics are pretty nice too. It seems to use a 'tweaked' version of the Bomberman: Fight! engine, with the same isometric viewpoint being used. The explosions aren't quite as impressive as the were in Bomberman: Fight!, as these more traditional RPG-style animated flames just don't feature the same in-your-face pyrotechnical escapades, but the huge range of characters still nicely resemble the cool Bomberman types that we all love. The FMV story is great - 100% full-screen FMV! Nice resolution and frame rate as well.

Basically, it's a pretty cool game. There's little chance of Bomberman Wars appearing over here (Sega are concentrating on "quality" titles like Courier Crisis instead!), which is a shame considering that Bomberman Wars is something of a modern rarity - an example of a games company doing something original! Nice one HudsonSoft.

> [It looks like **Bomberman,** but the strategy-style gameplay is **very different** from the norm]







▲ My friend Henry burnt his eyebrows off in a small petrol explosion. Now *that's* what I call quality entertainment.







BY	TAKARA
RELEASE	IMPORT
PLAYERS	
HARDWARE	
PRICE	IMPORT
STYLE	DRIVING

In Japan at least, many developers still consider the Saturn to be a viable format for their titles. Hence Choro Q Park, a racing game from former Sony stalwarts - Takara.

Choro Q



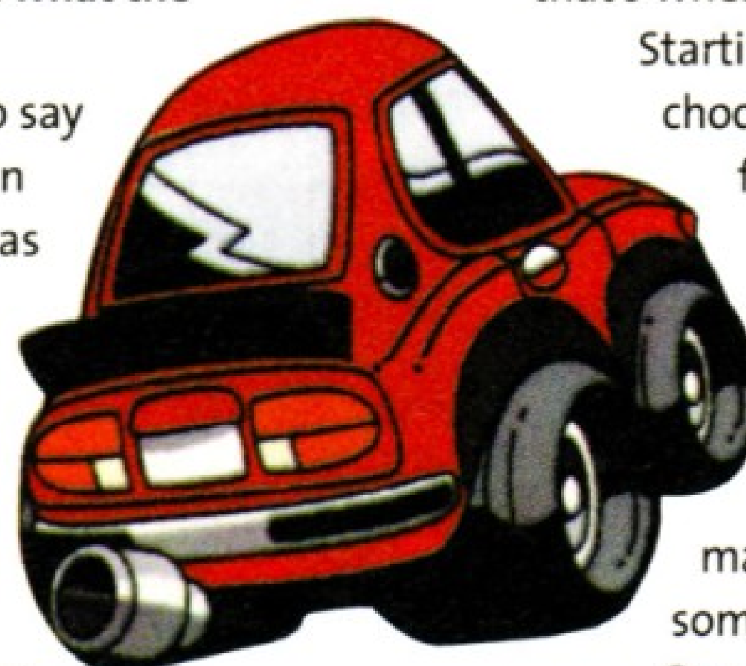
▲ There are a staggering 80 cars to collect and customise.



▲ Is it worth the extortionate prices importers are likely to charge? No. But if you can pick up a second hand copy...

Takara - a company synonymous with the God-awful Toshinden series, have just unleashed their latest cash cow in the weird and wonderful land of Nippon. The unfathomable Choro Q Park is the pseudo-sequel to the little-known PlayStation title Penny Racers and is currently receiving inexplicably good reviews from the crazy Japanese games press. As it has become customary to say at this point, a UK release looks unlikely given the lack of Saturn publishers. But what the heck, let's take a look anyway.

Although it would be fair to say we were a tad disappointed when we first played Choro Q Park, it has to be said that it did improve a great deal with further investigation. The mistake we made was in assuming that Takara were aiming to provide high-speed arcade thrills 'n' spills, which clearly isn't the case. Rather they've structured the game play so that your continued efforts are rewarded with more powerful vehicles, a greater range of courses and further game play variations. In that respect, Choro Q Park is similar to the much-vaunted PlayStation title - Gran Turismo, but that's where the similarities end.







Starting off with only a handful of vehicles to choose from, the basic idea is to accumulate sufficient cash to enable you to upgrade your spaz chariot to a more powerful, race-winning model. This is achieved through the collection of gold coins scattered around the various circuits. Once your vehicle is suitably upgraded, it simply becomes a matter of winning races before moving onto some of the more challenging circuits.

One of the more commendable aspects of Choro Q Park is the sheer range of customising options Takara have included, allowing players to tinker with just about every aspect of your chosen jalopy. Visit the body shop

[Choro Q Park is receiving inexplicably good reviews from the crazy Japanese games press]



▲ The off-road vehicles come in handy later on.









▲ Customise your vehicle to suit each of the circuits.













and give your pride and joy a new lick of paint, or take it down to the garage and configure the steering severity, gear differentials and suspension set-up to suit your individual driving style. Getting to grips with this customising option is essential for successful progression through Choro Q Park, as the different conditions of each of the circuits requires very different set-ups indeed.

In terms of visuals, it is clear that Takara are still some considerable way off fully getting to grips with the Saturn hardware - four years after its release! The courses are certainly varied enough and rich in colour, but appear to suffer from some irritating polygon glitching, noticeably close draw-in distance and some scrappy textures in places. However, the graphical compromises have allowed the developers to keep the frame rate up to a decent lick of speed (smoother than Touring Car, truth be known), so there's no worries there then.



It has to be said that one of the major failings of the Saturn has been its desperate lack of quality racing titles, and Choro Q Park is hardly likely to redress the situation. But if you're into the import scene and fancy a decent racer, you could do a lot worse than Choro Q Park.

IT'S A BIT LIKE....

Not known for their originality, Takara have "borrowed" many elements of Choro Q Park from Nintendo's flagship racer - Mario Kart 64. Take the power-up system for example. Collect the various power-up icons scattered around each of the circuits and a special weapon becomes available for a short period of time, enabling you to thwart your opponents Dick Dastardly-style. Chuck a spare tyre in their direction and watch them fly off the circuit, or drop an oil slick in their patch and see them spin repeatedly through 360 degrees before rejoining the race. Pretty cool eh?





▲ Be warned: there's an awful lot of Japanese text in Choro Q, which takes quite some time to decipher.



▲ The graphics maybe a tad basic, but the all-important frame rate is there.



▲ The more complex circuits feature a multitude of routes for players to negotiate.

Virtua Writer™

These are interesting times for the avid Sega follower. On the one hand Saturn support is lessening, though the quality of games is at an all-time high. Whilst momentum for the new system is gathering pace at an alarming rate, with more and more gob-smacking news filtering through each and every day. If you want to share your thoughts on the matter, send your missives to: VIRTUA WRITER, SEGA SATURN MAGAZINE, 37-39 Millharbour, Isle of Dogs, London, E14 9TZ, or email us at virtua.writer@ecm.emap.com. A top prize awaits the sender of the most entertaining read!

GROSS LEVELS OF IDIOCY

DEAR SSM

I have to say I recently bought Sonic R at a bargain price of £20. Great, I thought, especially considering how much SSM go on about it being the greatest game since sliced bread. But when I got it home, to my utter disbelief - it was rubbish. Well maybe that's a bit harsh, but it's nowhere near as good as what you lot said. I found the controls to be sloppy, the graphics and animation pretty poor and the options non-existent. I mean, let's face it, racing a track over and over again is pretty tedious stuff. I took it back to the shop later that day in total disgust and promptly exchanged it for Exhumed, which is a top game, though still nowhere near as good as you lot said. I would say keep up the good work, but going by previous form, that wouldn't strictly be true, would it?

Andrew Gross, Newham



Sonic R - there's more to it than meets the eye. Oh yes.

It's good to see that you took plenty of time to get into the game properly, instead of just dismissing it after ten minutes. D'oh! There's so much more to Sonic R than meets the eye, with hod-loads of secrets to discover, hidden routes to find, not to mention the extra game play variations. You might have found this out for yourself had you played it through properly. LEE

Sega Rally has poorer graphics than Sonic R. It has less tracks than Sonic R. All you can do is race "a track over and over". So by your criteria one of the greatest Saturn games is rubbish. Go back to the "special" school where you belong. RICH

COOL GAMES HERE

DEAR SSM

I own a Sega Saturn and did have 15 games for the console. However I was getting really bored with it and seemed to waiting an eternity for quality titles to be released. During this time I saw my mates buying this and that for the PlayStation. So here is what I did, I exchanged 12 of my games for a PlayStation, a new investment to get best out of both worlds and very pleased with it I am too.

I've just wrote for some little advice. I need some money, and the Saturn doesn't seem to be getting the games released for it that it deserves, so I am thinking of selling it. So do you have any game recommendations that will perhaps be worth purchasing in the future? Come on, save my Saturn from going into exile.

Paul Glossop, Leeds



The future is brighter than you may think, Paul. How about Burning Rangers, Panzer Dragoon Saga, World League Soccer '98, X-Men vs Street Fighter, Vampire Savior, Resident Evil 2, Deep Fear or Marvel Super Heroes vs Street Fighter to name a few. LEE

FIFA BACKLASH CONTINUED

DEAR SSM

I'm writing to complain about your ludicrous FIFA '98 score. Did you play the game? Or at least, did you play a finished copy for the game? I know how keen you journalists are to get the exclusive, that sometimes you review unfinished versions of the game just to get a head start. Well if it's at the cost of accurate game reviews, then I think it stinks. I mean, 58% - get real. FIFA '98 is probably the best footie game Saturn owners have ever seen, with slick graphics, cool commentary and the most realistic game play and varied options ever. Luckily for me, I bought the game before your magazine with the FIFA review came out, otherwise I probably wouldn't have bought the game because I trusted you guys so much. But not any more. With comments such as "suffice to say that this is nothing like real football" (have you ever played football?), I doubt I could ever trust your opinion again. If you're not prepared to admit you're wrong, just look at the recent Saturn software sales figures. FIFA is number one in the charts, way above your beloved SWWS '98, Quake and Duke. If nothing else, surely this proves how wrong you lot are?

Ryan Connor, Darlington



Hey, I thought we told you guys not to buy FIFA!



No. It just proves just how gullible you lot really are. LEE

And how mind-numbingly stupid you are - the "SSM beloved" games you mention had already been in the shops for four or five months. Curiously enough, new games tend to chart higher than older ones. I wonder why that is... RICH

I READ THE FINANCIAL TIMES

DEAR SSM,

I have been a Saturn owner for half a year (the ú100 price tag was hard to resist) and it's great. I have 23 games and all are excellent. But over this short space of time, many events have unbalanced me somewhat. None more than the fact that in America, the Saturn has been abandoned. The company will report an extraordinary loss of 50 billion yen for the current fiscal year ending March, including accumulated losses by Sega of America Inc. As a result, Sega will post a net loss of 35 billion yen, the first such loss since being listed on the Tokyo Stock Exchange in 1988. This compares to a previous forecast of 15 billion yen in net profit. US sales of Saturn machines in the past year dropped more than 90% from the previous term. Sega will post an extraordinary loss linked to its home game machine business for the third consecutive year, bringing the total to some 100 billion yen, according to the sources. SoA have apparently only printed 4,000 copies Panzer Dragoon RPG. This is very disturbing as Sega's reputation is once again tarnished and Sega will have great problems launching Katana due to the American view towards the Saturn.

They'll need a very good launch (ahem) this time or they could end up accumulating even more losses - which is at 100 billion yen since they released the Saturn. Please reassure me that the same is unlikely to happen in the UK. It is looking likely with poor sales and the fact that there is only one dedicated Saturn magazine on the market. Sega of Europe really need to get their act together as the 'not coming out in the UK' excuse is growing tiresome. Instead of talking about whether Grandia should be translated or not, why don't they just get on with it! If they can do it for Panzer and Shining Force 3, why not Grandia which is on two CDs as opposed to Panzer's four! Sega rarely advertise, so why not spend their money on the translation of Grandia! And what about Sega supporting the 4MB RAM cart? Anyway, thanks for continually producing a brilliant magazine despite having no competition.

Adrian Walker, Maidenhead



It's true that Sega are posting huge financial losses this year, largely as a result of the dismal sales of Saturn hardware and software in America. But this shouldn't really have any kind of detrimental effect on the new system, given the combined resources of Sega, Microsoft (Bill Gates- richest

man on earth?) and NEC. In fact, Sega have a staggering $100 million ear marked for the launch of the new system in Europe alone, which certainly bodes well for the future. LEE
Just because Grandia's on half as many CDs as Panzer, it doesn't follow that it's a cheaper game. There must be around five times as much text to translate in Grandia which sends costs spiralling. Additionally, Sega don't own Grandia and would have to buy the rights from Game Arts meaning even more outlay of "bunce". RICH

HERCULE POIROT INVESTIGATES

Dear SSM
With the imminent release of Dead or Alive on the PlayStation, I was curious what had happened to the excellent Saturn version, so I called Sega to see what they had to say.
According to the individual I spoke to, there were no plans to issue the game in the near future, as he



No demand for Dead or Alive? You're pulling my plonker.

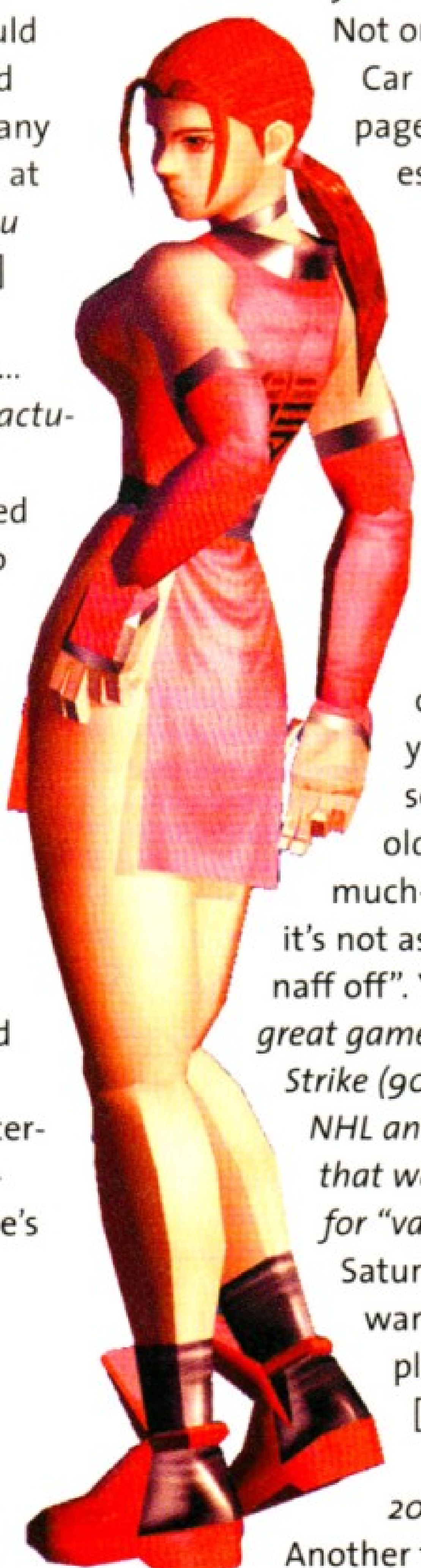
stated there was no consumer demand for it - or at least, not enough to justify the cost it would entail. Odd I thought, considering SSM had been raving about it. I was then told that any demand for it had been created by you lot at SSM. [*It being our sworn duty to inform you about great games, yes I suppose so - RICH*]
However, there was a slim chance that it might appear towards the end of the year... schedule permitting. [*Money permitting, actually - RICH*]
I really wasn't too happy with what seemed to be a fob-off explanation, so I decided to call some importer shops to get an idea as to the game's availability. Of the three shops I called, I got the same story from each of them. They simply kept selling out of Dead or Alive as soon as they went out on the shelf. Unusual, when if you believe Sega - there's no consumer demand for Dead or Alive. [*Obviously, it's all our fault then - RICH*]
I've personally seen the game running and I'll be investing in a switch for my Saturn and a copy of Dead or Alive. I would be interested though, to hear what the SEGA SATURN MAGAZINE staff make of Sega Europe's comments on the matter.
David Gordon, Edinburgh

PS It goes without saying, great mag.


The latest we've heard is that Sega Europe are still pursuing the matter, though it now looks highly unlikely that Dead or Alive will ever see the light of day in Europe. It's almost inconceivable that a publisher can't be found for such a fantastic game as Dead or Alive, when crap such as Trash It and Whizz get released without a second thought. Such is the nature of the industry I'm afraid, and believe me, we're as pissed off as you about it. LEE

KEVIN JONES VS RICH! FIGHT!

Dear SSM
I have been an owner of Sega games consoles ever since Sonic the Hedgehog first appeared on the Megadrive. Big deal I hear you cry. Well the reason I am writing is that I am investing in a PlayStation. The truth is that the Saturn is slowly fading away and there are a few reasons for this. The main reason is the lack of third party support and I feel you are partly to blame for this. Why? Well it's obvious. Whenever a third-party company releases a racing, fighting or football game, you immediately compare it to Sega Rally, VF2 and SWWS '98 respectively and hideously underrate it if it fails to meet up to their standards. Cases in point: Hardcore 4x4, which had superb lighting and weather effects and was actually bloody good fun. Need for Speed, which many of your readers liked, offered more in the way of crashes, intelligent AI opponents and options than either Daytona USA or Sega Rally. Just because the frame rate is below par, doesn't mean it's a bad game. However the final straw came in Rich's review of WipEout 2097, when he said that it was "only just" better than the original Daytona USA conversion. Dodgy graphics, poor frame rate, horrible black borders, 3 tracks and crap music anyone? [*It's about gameplay - Daytona's playability makes it the better choice. Most of our readers choose a Saturn over the PlayStation for exactly this reason - RICH*]



Not only that, but even when you gave Touring Car a poor review score, you still devoted six pages of the magazine to a guide to the courses, just because it was from Sega. [*No, because regardless of our opinions on the game a lot of people bought it and enjoyed it, unlike Hardcore 4x4 - RICH*]
With these points in mind, is it any surprise third-party developers have shied away from the Saturn when you underrate their games? Take FIFA '98 for example. It's actually rather good, with good animation, sharp control, more options, real teams and players (hundreds of them), better multi-player games than your goody-goody SWWS '98, which I personally think is a shallow, over-rated load of old bollocks. No wonder we have lost a much-liked developer in EA. "Oh sorry EA, but it's not as good as our lovely Sega game so you can naff off". You really are prats sometimes. [*If EA did great games we'd give 'em great marks, eg Soviet Strike (90%) and the Madden games (92%) but FIFA, NHL and its ilk are rubbish. What are you saying - that we should endorse titles we think are rubbish for "variety's" sake? - RICH*]
Saturn owners have been deprived of good software for too long. Do you really expect us to play VF2, Sega Rally and Virtua Cop forever? [*No, but what about Fighters MegaMix, Last Bronx, Dead or Alive, Cop 2, WipEout 2097... - RICH*]
Another thing is your magazine itself. It's bad

BRIEFLY...

Dear SSM
I'm just wondering whether or not you will stop printing this mag when the Dural comes out next year, because if so, me and I'm sure all your other readers would be very disappointed.
Chris Ault, Wiltshire

Nope. You ain't gonna get rid of us that easily. We have the official Sega licence thingy, which means that as long as Sega are still going, you'll find us lurking around somewhere. Probably around public urinals, but I digress. LEE

Dear SSM
Two months ago you said there was a demo CD due in March, but there wasn't one to be found. You also said it would arrive next month, but then no CD again. I am very dissappointed because me and other SSM readers have been waiting months for this demo.
Kevin Hudson, Kent

Not our fault. At all. Our only crime was in placing our faith in Sega's "legal" departments. But hey, you got Disc One of Panzer last month, so stop your whinging. LEE

Dear SSM
I know it isn't going to be released until September 1999 over here, but when will you start printing the first pictures of the new system and its games.
Marvin Brown, Birmingham

Oooooh, how about next issue? Though we can't say with any degree of certainty exactly what we'll have, it's likely that we'll have a hands-on play test of the new system, a report on the line-up of software and maybe, just maybe some screenshots. LEE

Dear SSM
I would like to know whether Sega Rally 2 will be coming to the Saturn because I own the original and it would be silly to bring sequel out on the new console when Sega Rally is out on the Saturn [*what sort of twisted logic is that? - LEE*]. I would also like to know is whether Alien Resurrection is coming to the Saturn?
Daniel Walker, Carlisle

No and no. LEE

Dear SSM
Why is it that Digitiser keep slagging you lot off? They can't seem to leave you alone recently and it's not as though they have anything to be particularly proud of.
Colin Chapman, Cambridge

Freud would no doubt put it down to "penis envy". We feel inclined to agree. LEE

enough that we have hardly any games coming but you still insist on covering games that will never appear on the Saturn at all. For example, your coverage of Sega Rally 2 and VF3 just rubs salt in the wounds. And your coin-op section half the time bears no relation to Sega, let alone the Saturn. What are you playing at? Are you called SEGA SATURN MAGAZINE for a reason? [*We concentrate on all things Sega especially in light of the new machine's capabilities and have found our extensive coin-op section to be well liked by the readers, sorry if you don't find value in it - RICH*]



No more coin-op coverage? Let us know what you think.

I realise that if you concentrated on Saturn-only material your magazine may shrink to leaflet size, such is the way things are going.

I also notice that you have started coverage of Sega's next console. Please! Who cares? You do apparently, but I guarantee you that 90% of the people who invested in the Saturn don't. [*You must be alone in having no interest for what will be the most powerful console in the world ever. Your beloved EA are coding up the new series of EA Sports titles on it right now! - RICH*]

To put an end to all this ranting, I'm buying a PlayStation simply because I've seen what is being released for it - the kind of games I bought a 32-bit machine to play. And there's also the link-up potential [*which Sony are now actively discourage - RICH*]. Because my brother owns a PlayStation, we can soon enjoy Doom death match sessions amongst other games. Please don't mention Bomberman here because I stopped playing that 8-bit derived mess ages ago. [*Okay, how about DeathTank, Winter Heat and all the superior Capcom fighting games on Saturn? - RICH*]

Unless Sega perform miracles the Saturn is going to die off, leaving very little to remind us of the potential no-one really took any notice of. If I've offended anyone with this letter then I am truly sorry but I just feel so pissed off about the whole situation, as I am sure a lot of Saturn owners are.

Kevin Jones, Dumfries

Saturn gamers value playability over graphics and demand the best - and we cherish those values too. PlayStation has succeeded by sheer volume of sales and vast amounts of middle-of-the-road software like your beloved Hardcore 4x4 and FIFA. If that's what turns you on, fine. Go buy your PlayStation and leave what we perceive to be the decent software to the people who want to play it. Just don't be stupid enough to blame all your woes on us - your arguments in this regard fall apart quicker than a leper in a wind tunnel. RICH

SATURN DEAD? NO WAY!

DEAR SSM

I read Digitiser today with some horror as they informed me of the death of the Saturn. As it slowly goes the way of the 32X and Mega CD, I can't help thinking if this is true, then at least the Saturn is going out with a bang! Its line-up still manages to piss all over the Sony and N64 ones, with the likes of House of the Dead, Burning Rangers and Shinning Force III. Look at what the others have to offer and you have to wonder how this has come to pass. Sega where did you go wrong?

I am looking forward to the new Sega console and I know that the Saturn had a short but fair innings. When the Saturn was released, PCs ran at about 66MHz, now they're running at about 233MHz - so it's time to move on. I just hope that Sega get the advertisements right this time! What we want to see is flashy graphics, loud music and good gameplay, instead of wasting money on just a couple of seconds of the game in between loads of other rubbish. You just can't go wrong if you show us what you are good at Sega.

P Spybey, Hull

There are tons of ace Saturn games coming our way. True, the poor sales of the machine mean that a lot of them are import only, but the fact is that these games are accessible and they're awesome! It's all down to killer software. Gran Turismo, Tekken 3 and Metal Gear Solid will do well on PS. Zelda and F-Zero look cool on N64. Saturn's got Panzer Saga, Burning Rangers, Shining Force 3, Vampire Saviour, X-Men vs Street Fighter... No self-respecting gamer buys poor quality software, making the majority of releases largely irrelevant. In the top game stakes - where it matters - Saturn more than holds its own. RICH

VF3 ON SATURN?

DEAR SSM

I'm one of Sega's biggest followers. I've had a Master System, a Megadrive, a Game Gear, Christ I even bought a 32X. But my Saturn is my pride and joy, but I've been troubled recently by articles in magazines not dissimilar to yours. GamesMaster, CVG and Edge are all beginning to hype Tekken 3 for the PlayStation, claiming that it will be arcade perfect and the greatest fighting game ever. This confuses me somewhat. I mean, if Tekken 3 can be accurately produced on the PlayStation, why in God's name can't the infinitely superior Virtua Fighter 3 be accurately produced on the system?

John Williams, Hartlepool



Arcade perfect Saturn VF3 - I think not.



You've kind of answered your own question there John. Virtua Fighter 3 is infinitely superior to Tekken 3 in every respect, which is the very reason why it can't be accurately replicated on the Saturn. It's a bit like saying that if an arcade perfect rendition of Pac Man can be done on the PlayStation, why can't Scud Race be done on the Saturn. Sort of. Technically the two are worlds apart, but how does an arcade perfect Katana version sound, eh? LEE

TOO MUCH WACKY BACCY MAKETH NOT A GOOD LETTER

DEAR SSM

I'm a student in my final year of a BA Media Studies Degree course and felt a compelling urge to pen a missive to my favourite monthly to extol the virtues of video gaming, specifically with reference to the wonderful Sega Saturn. On my pitiful allowance the government deems fit to hand out to students hov-

GAME WINNER



STRANGE PHENOMENON EXPLAINED

DEAR SSM

Now that Saturn Power has died, I thought I'd write to you instead. Please take a look at the photograph on page 18 of issue #30. It is the one in the bottom right of the page on World League Soccer '98 interview, with the caption "Urghh... I mean erm... top blokes... No really. Top blokes". There are six lads in a row at the front, and if you look closely over the left shoulder of the man second to the left, there is an odd head sticking out of nowhere without a body!!! Could this be a case of double exposure or a strange phenomenon? Please explain.

Another thing is Lee Nutter. He is obviously a humorous person because everywhere I read you are writing things about him. Please stop this because any day now he could just snap and become a wild raging lunatic. [*Please exchange "become" for "is almost certainly" for a more realistic reflection of the situation - RICH*]

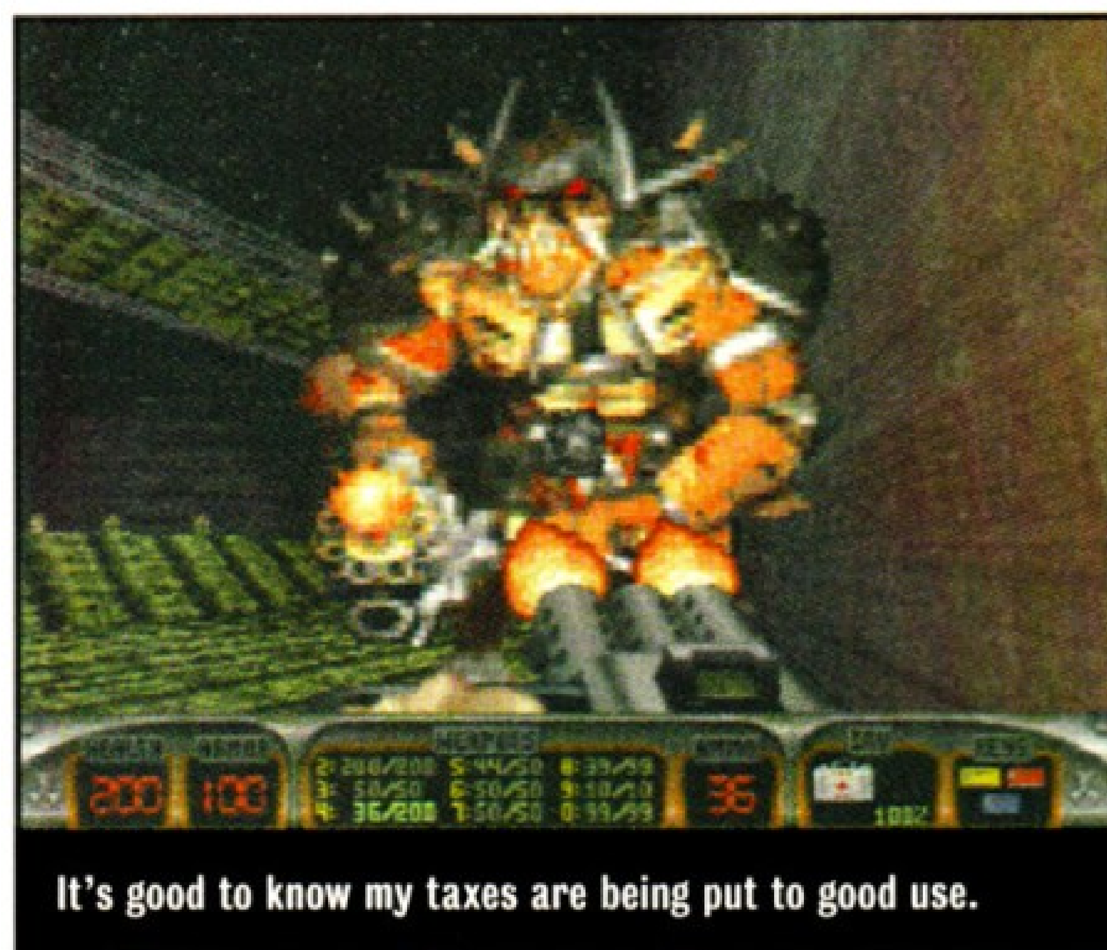
Also, thank you for the picture of the bunny rabbit in issue #30. It's nice to know you appreciate your female readership - even if it was just to fill space!

I will end this letter with songs of praise for your brilliant Burning Rangers features, your Croc guide and those Steep Slope Sliders cheats. Hopefully I have flattered you enough to get this letter printed.

Joanna Nuckowska, Nottingham

We've had several readers point out the eerie "ghost" in the Silicon Dreams photograph, but the truth is actually far less sinister. Basically, one of their guys was curiously absent at the time of which the photo was taken. Not wanting to be left out of his favourite monthly read, a cut-out of his head from a different photo was cunningly super-imposed onto the new one, thus creating the illusion of him actually being there. You see? LEE

ering precariously above the poverty line, it took me an eternity to save sufficient money to purchase Sega's console. However, I digress. The intention of this letter was not to bore your readers with the tedium that is the norm of the letters in your publication, but to discuss the three major players in the videogames industry.
The problem, if you wish to view it as such, is the rivalry between the three companies. Whilst some, and indeed yourselves on past occasions, have declared the competition to be a good thing, I feel inclined to disagree. Sega have clearly emerged from this "war" rather the worse for wear, which surely can't be right given their infinitely superior games. Sony have edged their way into the videogames market with an easy to programme piece of hardware, which does nothing other than highlight what lazy bastards programmers are. Sonic R, Quake and Duke have proven beyond doubt the superior processing power of the Saturn, yet developer slackness has led


It's good to know my taxes are being put to good use.

to the Saturn being discarded in favour of the simpler PlayStation hardware. As for Nintendo, I hardly consider them a major player, with a small and invariably dreadful catalogue of games well below the previously high expectations for the machine.
To surmise, my fellow Saturn comrades, I offer you this advice. Rejoice in the Saturn's ascendance. Poke fun at PlayStation owners machines and ridicule Nintendo owners for being so gullible.
I will now end my short flirtation with your readership with the customary keep up the good work.

Tom Lynch, Durham

Hey, thanks for sharing that with us Tom. LEE

ENTER THE NEGA SCOPE!

Dear SSM

Whilst reading issue #30 of your scintillatingly stellar magazine I noticed a small clue to the new Sega machine's name. On page 22 in Rich's preview of Atari Greatest Hits, a name is given for the new machine - "Omnipotent Nega Scope". I was wondering if this was the real name of the machine that only you as an insider would really know about. If it truly is the real name and you decided that it woulkd be best to slowly intigrate it into the public's knowledge by hinting at it in the magazine so when the new machine is released it would not come as a shock, then Sega have out done themselves by thinking up a name which Saturn owners would be proud to own and use.
I often sit back while reading your illustrious print at the same time listening to the soothing sounds of Jimi Hendrex on my radio, wonder what it is like to create, nay sculpt such an articulate read. I imagine that you and colleagues would converse on such subjects as the works of Milton, Chaucer and Mach, perhaps playing a spot of classical music on the radio and now and again popping out to sup a spot of Moet et Chandon or a fine Indian blend of tea.
Anyway, as I sit in my little suburban nightmare, I can but imagine the delights working in the SEGA SATURN MAGAZINE office would bring. Surely the only bad jobs are typing out the names of competition winners and writing the usual moronic readers' letters [*er... hang on, I do both of those jobs - LEE*].
So until I play the Omnipotent Nega Scope.

Alan Scott, Suburban Nightmare


The "Nega Scope" was a gag that originated on our Game-Online forum, and such was its hilarity value I decided to share it with you guys in the form of a hypothetical situation. I'm glad that SSM has such a cultural impact upon your lifestyle. Currently I review the magazine in between studies of Blake's Songs of Innoncence and Experience and indeed Chaucer's Canterbury Tales. However, I fear my philosophical musings are not shared with the SSM collective. For example, the closest Lee gets to culture is in examining the bizarre bacterial growths in the gussets of his underwear. RICH

TOP 50 TEDIUM

Dear SSM

Whilst I agree with most of your Christmas Top 50 feature, the order you put the racing games in was sheer madness. Why was Daytona USA higher than WipEout 2097? Why were the two track Manx TT and frustrating Daytona CCE included above the blindingly fast and (with an analogue pad) more controllable Sega Touring Car? I know it was slightly disappointing, but I agree with Digitiser who gave Touring Car a rating in the mid-eighties, and Daytona CCE and Manx TT ratings in the mid-seventies.

Daniel Richardson, East Sussex


We pondered the exact positioning of certain games in our Top 50 feature for days, nay weeks, to ensure the feature was as accurate as possible. But at the end of the day, it's all down to personal preference. We personally felt that in terms of sheer rampant playability, nothing can touch the ace Daytona USA conversion, not even the superb WipEout 2097. Sure the graphics are a bit scrappy and the PAL conversion, well, non-existant, but nigh-on four years after its original Japanese release, we're still playing Daytona. As for Manx TT and Daytona CCE, yes they were both flawed, but not to the extent of the lacklustre Touring Car conversion. Jerky frame rate, polygon glitching, rough textures, difficult controls and dull circuits maketh not a good game. Hence the absence of Touring Car from the feature. But hey, you're entitled to opinion. LEE
There's a letter similar to this in Q+A. Hmm. RICH



FORUM ROUND-UP

game online

I think 85% stretches the limits for Sonic R. It is playable, it does look good and it is fast, but it has some major flaws. It's far too easy, there are some serious level design flaws and there just ain't enough to do.

Richard Michael Cotton

There was never a real chance for Saturn House of the Dead to be arcade perfect really was there? As long as the game plays like the original and it looks as good as it can be, I'll be happy.

Nick Bennett

If Edge gives the most 'accurate, definitive videogame reviews in the world' why did they fail to spot Winter Heat's extra three Saturn-only events - perhaps they didn't WANT to see them.

Phillip Harrison

Sequels ARE good; Street Fighter II is one my all-time favourite games (along with its many clones) and I believe that Sega should release sequels, they keep fans of the prequel happy, and can be succesful in their own right (RE2, as you probably know, has already sold loads).My point is that the Katana will not succeed by alone, for the Katana to really open people's eyes, it MUST provide gamers with ground-breaking entertainment. I reckon it will, Sega are not likely to fail with this technology.

Phil Mounty

Why not have some boys in the And Finally..section? Ryu's nice, so is Rodi from Shining the Holy Ark (sad, aren't I? No, don't answer that). Or why not have SSM's very own editor on the back page as he pretty good-looking. Think about it.

Caroline Henson

Do you ever find that you learn loads of really useless Japanese phrases whilst playing [import] games? It's like, I'm useless at the basics but if I ever need to follow instructions whilst jetting around a burning building with big trainers and a water pistol I'll be fine, if you take my meaning.

Will Curley

Burning Rangers = Two minutes of awe, two hours of boredom, two days of tears, two weeks of smiles, two months of bliss, two years of...

Lead Pheonix

Q&A

Much has been said of Rich's Q+A intros. The phrases "senses-shattering", "pulse-pounding" and "reality-rending" have oft been associated with these little sections of text right here. But Rich has had enough this month and has awayed to a monastery where he can renew his intro-writing capabilities and return more powerful than ever! So in the meantime send in some inspirational questions to Q+A, SEGA SATURN MAGAZINE, 37-39 Millharbour, London E14 9TZ. Email: ssm.qa@ecm.emap.com.

FAIRLY INTERESTING

Dear SSM,

Please answer my questions as I will send over a Chinese assassin otherwise! [*Sh'yeah right - RICH*]

1. I've found that it is cheaper to buy a 50/60Hz switch and a converter cartridge than to get two switches. Is there any reason to buy two switches?
2. When will Shining Force 3 and Panzer Dragoon Saga be out?
3. Are we ever going to get Grand Theft Auto or Theme Hospital on the Saturn?
4. How come you are always going on about quality over quantity CDs when Flash 4 and 5 had almost all the same games? But don't get me wrong I thought that Christmas NiGHTS and Flash 6 was INCREDIBLE!
5. About your top 50 games, how come NiGHTS is above Duke Nukem when it has a lower score and Super Puzzle Fighter 2 Turbo got 86% yet it was in 35th place?
6. Why don't you print a cheats for the top 50 games section, perhaps print cheats for ten games per month or something so that people who take your advice don't have to go rummaging through dusty old magazines, namely me!

C Barrett-Freeman, London



1. With two switches you can use a memory cartridge to save game positions on import games. And you can plug in the 4MB cart to use on all those excellent SNK and Capcom imports. 2. Panzer's out now and Shining Force 3 should be out in May or June. 3. Nope. 4. Blame Sega on poor quality Flashes and in fact, blame them for all the times we don't deliver CDs - bottom line, it's their fault. 5. Opinions change over time. Some games go up in our estimation, others go down. The Top 50 supersedes all previous review marks. 6. We'll perhaps do another Tips Bible soon.

WHAT'S THE POINT?

Dear SSM,

I would like to ask a few simple questions concerning the motives of Sega towards the Saturn and the UK market:

1. Why do Sega country-protect their games?
2. What is the purpose of country-protecting games (such as Dead or Alive and Grandia) that will not be officially released in the UK? After all, there is no threat of people 'buying games well before their official release' here. Do they purposely want us UK gamers to miss out on such a fine slice of Saturn gaming action?
3. Considering that the 60Hz switch only costs around 40 for most local importers to install, why did Sega not choose to include this as standard Saturn hardware? You admit yourself that games which use the switch are faster and have improved graphics when the switch is activated. This would have made the Saturn seem even more superior to the PlayStation in the eyes of more people. All it would have taken would have been a few seconds of effort on the drawing board...
4. Finally, I have spent the last couple of months surfing the web for cheats for Mortal Kombat Trilogy. All I can find are the ones you revealed, however I cannot get the second and third question mark cheats or the endurance mode cheat to work. Please could you enlighten me as to what I may be doing wrong.

Marc Smith, via email



1. So if - say - there's an import and official version of same game available, you'll buy the official one. Basically, Sega Europe would rather have your money go to them than to Sega of Japan. 2. Yes, there's no point these days, but it's built into the CD duplicating process. 3. It's a question of compatibility. Not every TV can display a 60Hz signal and you'd have to run it through SCART. 4. There are limits even to my knowledge, but when it comes to Mortal Kombat, believe me, ignorance is bliss.



X-Men vs Street Fighter: dreaded "negotiations" strike...

X-MEN VS SF DEBACLE

Hello,

I was hoping if you can help me. I was reading your review on the new X-Men vs Street Fighter game for the Saturn. I was wondering if you have a release date for this game. Your magazine says April but do you have an exact date can you please tell me if you have the exact date for the release for this game. I had phoned Sega Europe for this information but guess what they don't have a clue, typical Sega. The other thing is that will the game come with a 4MB cart or do I have to go out and buy one?

Tarkan Eryuzlu, via email



Remember the "licensing difficulties" that plagued translations of Grandia and Dead or Alive? Well, guess what? They're back with a vengeance. Sega and Capcom just can't agree a figure for the game (which would come with the cart). Sega are now disavowing all knowledge, but I distinctly remember a prominent Sega figure (which I won't name unless I have to) saying, "We're going to license it, it's out in April - and you can print that." The latest news is that they hope to have it sorted out for a Summer or September release. Hmmmmm. The thing is, by that time, the import version (with cart) will probably be cheaper... This state of affairs is very depressing.

STALKING THE SONIC TEAM

Dear SEGA SATURN MAGAZINE

The reason for my letter is to ask you guys at SEGA SATURN MAGAZINE if you would be able to have an interview with the Sonic Team and record it on CD. I feel that this is no connection between the Sonic Team and their fans so I am asking you guys very nicely to have an exclusive interview with the Sonic Team with only the team on it so there are no interruptions. An interview that would go on for 15-20 minutes on them and where they work who is currently holding what position and what on Earth the place they work looks like. Put it on the cover-mounted CDs for all the fans.

Aiden Kongas, Australia.



So I take it you're fluent in Japanese then? No? Well there's the rub...

CAPCOM CONUNDRA REVISITED

Dear SSM

Please answer a few questions

1. With the new RAM cart I heard a couple of big name titles coming out for it including Resident Evil 2, Marvel Super Heroes vs Street Fighter and Street Fighter EX Plus Alpha. Is this true?
2. In my local import shop I heard that Marvel vs Capcom and SF3 aren't coming out for the Saturn because the Sega company ain't bothered. Is there any news of this?
3. Any chance of Final Fight on the Saturn? Or any other good titles to be waiting for?

Suman Miah, London



1. Resident Evil 2 probably WON'T need the cart and SF EX Plus Alpha is PlayStation-only. MSH vs SF will use it and will be out in the summer. 2. It depends on the time frame. There's a possibility it'll come out on the new machine. 3. It's GOT to be in a Capcom Generations pack a la Ghouls 'n' Ghosts...

FAQ

Here's where the most important (and indeed popular) questions of the month are rounded up and answered en masse! Let's rock!

1. Resident Evil 2: how come you say it's coming out and nobody else says it is?



Our news is based on Capcom's Japanese release schedule. There is no release date specified, but the fact is it's there. News soon.

2. Was Katana shown at the Tokyo Games Show?



No, but Sega are hotly rumoured to be having their own show to announce the hardware just before E3 at the end of May. And expect a presence of sorts at the E3 as well. A full report next issue!

Warp Interview

In our continuing series of EXCLUSIVE interviews, Warp's Kenji Eno talks to SSM about his company's phenomenal success, Real Sound and the long-awaited D2. MATT YEO reports.



The big man himself: Warp's Kenji Eno.

SSM Warp first came to our attention with D on the Saturn. What were you doing before then?

KE I quit high school at the age of 17 and travelled around Japan for a year. I then joined a small games company when I was 18 and eventually was selected as a producer. However, as the company grew, more rules were introduced. I don't like rules! So I quit after a year and started a small development company with two partners. We did some work for a number of games companies, including Bandai, but I wanted to create my own original titles. That's why I created Warp.

SSM Do you play many videogames yourself? If so, what particular titles have excited you recently?

KE I enjoy adventure-style games. Games like Resident Evil don't interest me. I prefer games that reflect a country's culture and traditions. I really enjoyed the Ultima series on PC. To tell you the truth I prefer movies as a medium. Not just the movie-going experience, but the art of films - the look and feel that they convey.

SSM What do you do when you're not working?

KE When I can find some spare time, I like to travel a lot, taking trips to other countries, playing music and watching documentaries.

SSM We hear that you're a big fan of the UK. Have you visited England before?

KE Yes I have. I've been here 15 times before, mostly to check PAL conversions and oversee sound production on Warp titles. In fact I had the privilege of recording some of Warp's soundtracks at Abbey Road studios where the Beatles have worked. Music is very important in Warp games and we've always tried to use the most talented musicians possible. In the past we've been very fortunate to work with Michael Nyman who composed the music to the Piano.

Expect Warp to be even bigger in '98!



SSM How many people work at Warp and what do they do?

KE We currently employ 26 full time staff at Warp. These include graphic designers, web designers, musicians, programmers and marketing people. I handle sketch designs, sound effects and music. I'm also the producer/director of all Warp titles. I create a fixed image of a world which the game adheres to.

SSM When designing games, do you pay much attention to other markets such as the US and Europe? How does this affect the designing process?

KE I can see what factors would work in each market by looking at that culture's movies and cartoons. What I've tried to do with D and Enemy Zero is convey a feeling of terror - a fear of the unknown. All cultures, regardless of their beliefs, understand the concept of terror. It's a universal emotion. I'd like to make comedy games, but humour varies all over the world. Sci-fi and horror are the two most popular movie genres at the moment and so we've included these themes in all our titles to date.





SSM What do you think are the main differences between Japanese and Western gamers?

KE Japanese gamers are certainly more obsessive. For instance, at the Tokyo Game Show, over 140,000 people attended. However, most of these people are actually there to see famous voice actors or are the girlfriends of game fans. There are also those fans who enjoy dressing up as videogame characters for the costume parade. These people are nerds! I definitely prefer Western games. When Japanese companies make games, they often ditch good ideas because there are no costumed characters or easily identifiable figures. Western titles tend to concentrate more on gameplay than on cute lead characters.

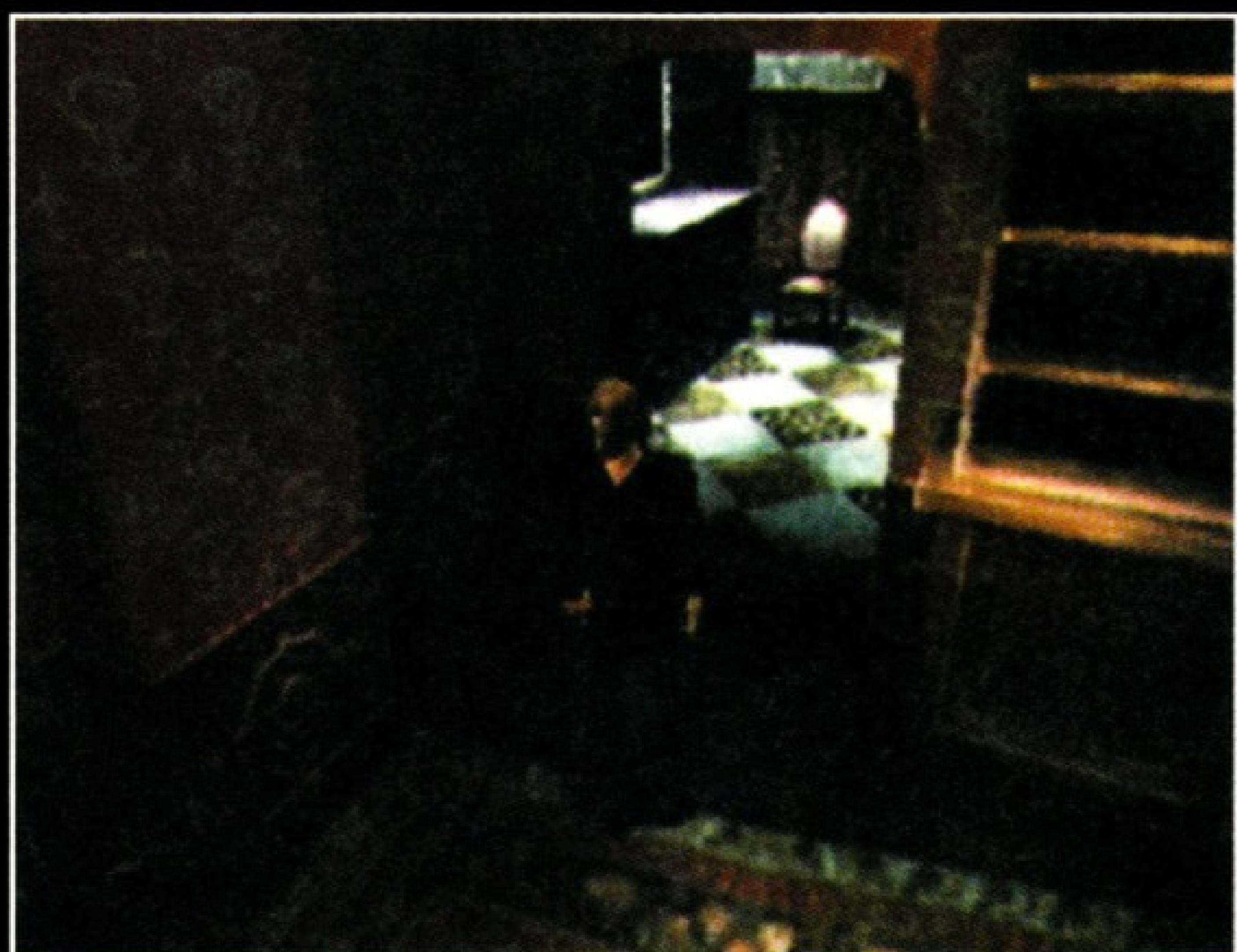
SSM Would you rather be making games or movies?

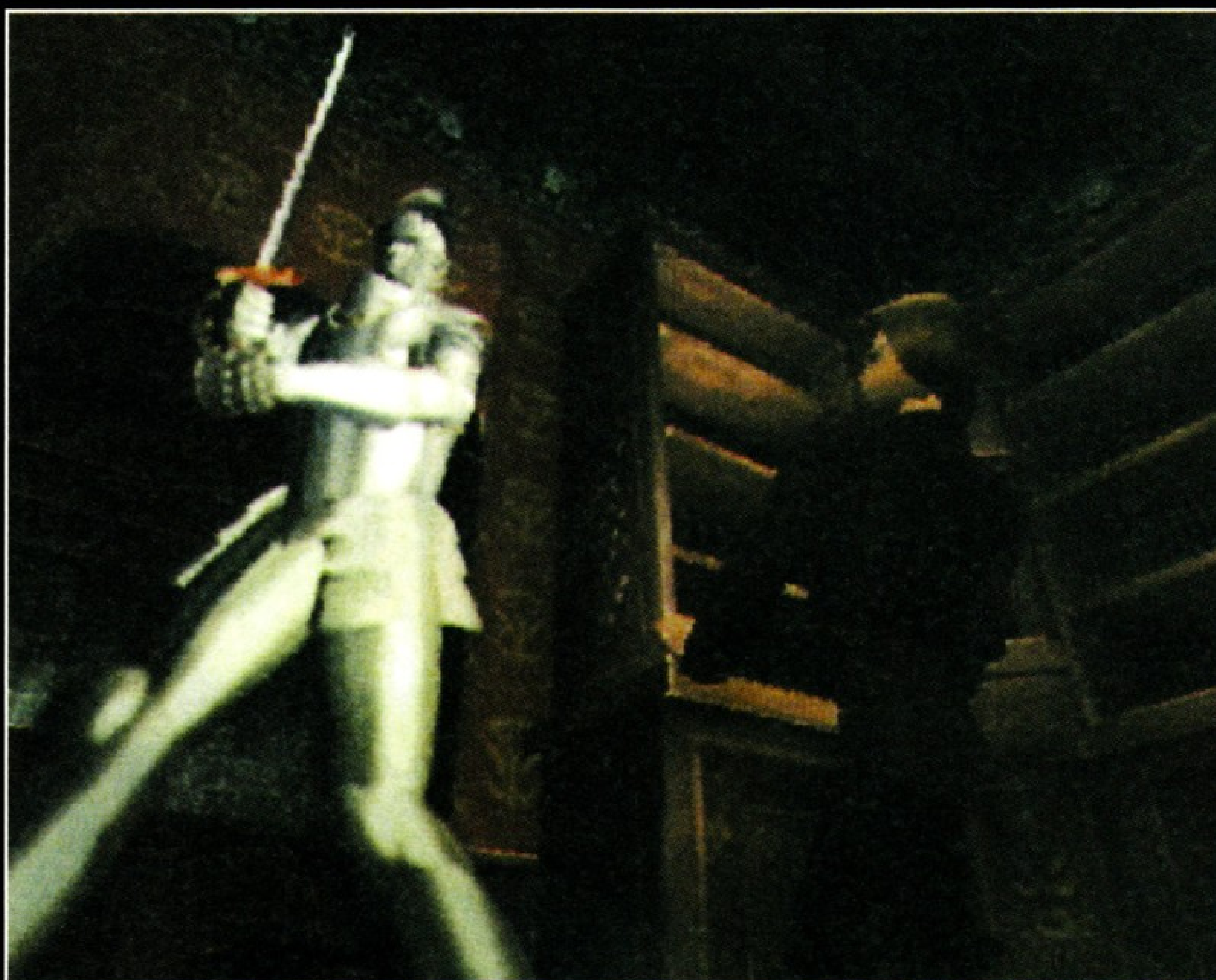
KE I've had plenty of offers to produce or direct movies, but games are capable of so much more than films. In games you can combine movies, music, comic books - anything! Games are also interactive and the appeal of playing across a network or the Internet is very appealing.

SSM Enemy Zero is one of the all-time best-selling Saturn games in Japan. Were you surprised by its success?

KE Not at all. In fact I believe we can sell more! It's basically a balance of







gaming and storytelling. I want to convey a certain message to players.

When planning Enemy Zero, I had many meetings with Mr Irinajiri (now President of Sega). I told him we would sell between 500,000 and 700,00 units. We hit that target. To sell millions of copies of a game, companies have to spend more money on marketing and advertising. If I made a mistake and miscalculated the number of games we could sell, it could seriously affect Warp.

SSM Do you think the 'Laura' character was important to Enemy Zero's success?
KE I've used Laura as a symbol. She's very important in Warp's games and we use her in all our advertising and marketing imagery.

SSM Do you think Enemy Zero would have worked as well as it did if the lead character had been male?
KE We've used Laura in D, Enemy Zero and D2 for a reason. I want to induce certain reactions in players and Laura, as a woman, is capable of more emotional responses than a man. As women are the bearers of new life, they also think about their own lives a lot. By playing the games through Laura's eyes, players will experience the full range of emotions.

SSM Warp's games have all been adventure-style so far. Would you like to develop more traditional fighting or platform games?
KE Warp did produce some puzzle game for the 3DO, but there are other companies that are so much better at these type of games. Creators like Yu Suzuki and Yuji Naka are geniuses in their own fields and I do not want to compete with them. So while Capcom has its Street Fighter and MegaMan games, Warp has its adventure games. I'd like to be more like George Lucas and create a shared universe of games. When players see the Warp logo, they should relate it to a certain style of game. When you're buying a music CD, you buy it for the band and not usually for a specific track.

SSM Are there any software companies whose games you really admire?
KE I'm more a fan of individual creators and teams than companies. Core Design and Psygnosis have great individual styles, but it's not actually them making the games.

SSM Is the Saturn as difficult to program for as everybody says?
KE It's not really a question of how difficult it is to program. More a question of "what do you want to achieve?" If I use a guitar and want a certain sound, it doesn't matter what guitar I use, or how well I play, that sound is still going to to be challenging to produce. But if that's the sound you want, you'll find a way to achieve it.

SSM Tell us about your game 'Real Sound' which was only released in Japan?
KE With Real Sound, the idea was to create a game that didn't rely on visuals. Once you give a game imagery, everyone has the same image. However, if you just convey game details with sound alone, players use their imagination and conjure up their own individual idea of what they're hearing. When developing Real Sound, I spoke to a number of blind students to find out what they thought should be included in the game. I then developed Real Sound with them in mind.

SSM Can you tell us a little about the story behind D2?
KE Well, it will be completely different from D's story. There were lots of ideas and gameplay features that I couldn't include in D and these will appear in D2. The same message will be conveyed, but the game will be action/adventure based and set in a realtime 3D world. There are lots of 3D action games on the market at the moment, but no real 3D adventure titles. Tomb Raider is an impressive game, but it is limited in many ways. With D2 I want to create a complete 3D world where players will be able to go wherever they want.

SSM How finished is the game at the moment? Have you been frustrated by the length of time it's taking to release D2?
KE We've just started programming the Sega version and have only really done about six months' worth of work on it so far. (Note: D2 was originally scheduled to appear on Matsushita's ill-fated M2 platform)

SSM Is it true that you will be unveiling D2 this summer and that the event will be broadcast live over the Internet?
KE Yes, we've invited an audience of 5000 gamers to view the game's unveiling and will also be showing the event live over the 'net. We're currently looking at the possibilities the Internet holds. We've been speaking to both NTT and Japanese pop band, Speed, both of whom have broadcast events over the Internet in the past. Its should be very exciting.

SSM Do you have any plans for games beyond D2 that you can share with us?
KE I want to create an RPG that will sell over three million copies! We're always planning ahead and would love to produce a game that sells that many units. Beyond that, we're looking at network gaming and the possibilities of the Internet.

SSM Finally, will Warp's games continue to be exclusive to Sega machines in the future?
KE Yes. I like the people that work at Sega and have over 200 friends there. I'm good friends with Mr Irinajiri and there are some very creative individuals working at Sega. We all seem to share the same ideas and goals. Making games for Sony would make good business sense for Warp, but Sega employ the best people. That's very important to me. I'd rather work with fun and talented people than be paid lots of money and not enjoy my job!

After the launch failure of M2, Warp's stunning D2 has finally found a home on Sega's forthcoming console. We can't wait!





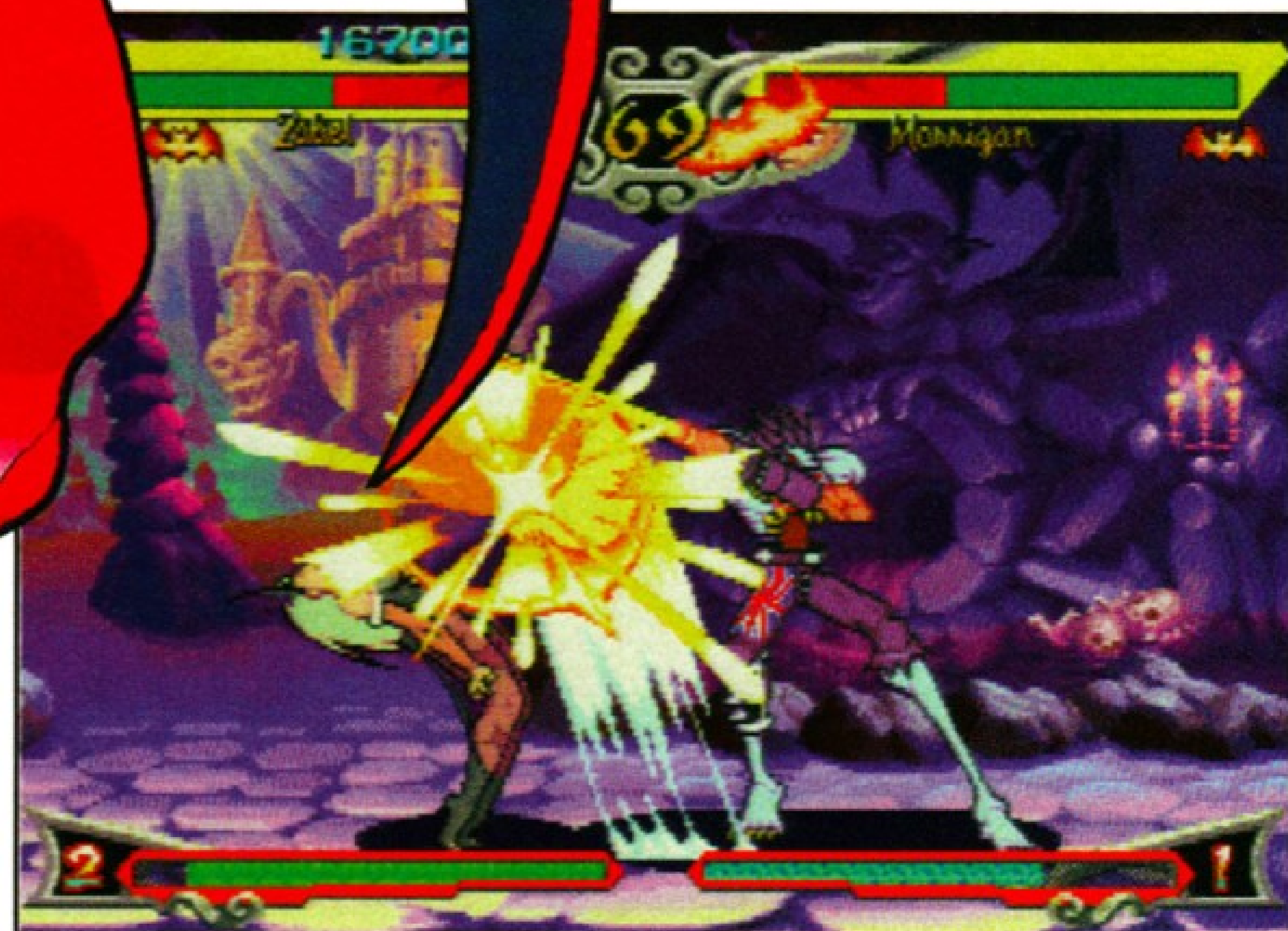
Enemy Zero: The charming Laura will be back in D2.

Bite Me!

Vampire Savior is the second Capcom title to utilise the power of the 4MB cart... and it's a scorcher! Following hot on the heels of the awesome X-Men vs Street Fighter, fighting fans now get the chance to sink their teeth into this batty beat 'em up. MATT YEO reports.

Capcom can do no wrong in our eyes. It's true. After all, with a bevy of quality coin-op conversions under their belt and a stunning new 4MB cart taking Saturn fighting games to dizzying new heights, how could they go wrong? With X-Men vs Street Fighter this Japanese software giant produced a 2D title that not only pushed the Saturn to its technical limits, it actually surpassed them! The 4MB cart proved to be a vital add-on for the Saturn in its twilight months, extending the machine's longevity and proving that Capcom's latest crop of coin-op crackers were indeed feasibly on Sega's aging hardware.

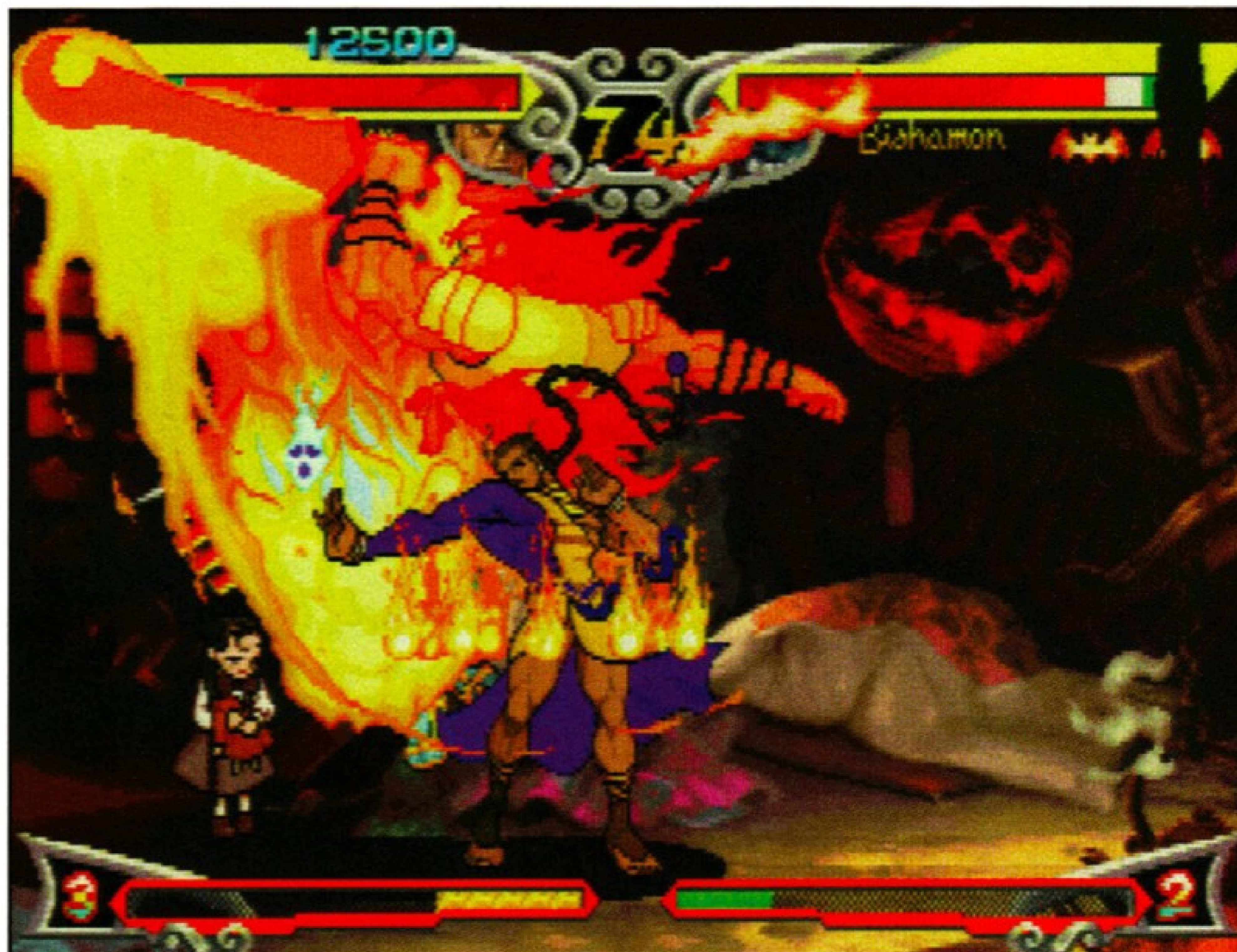






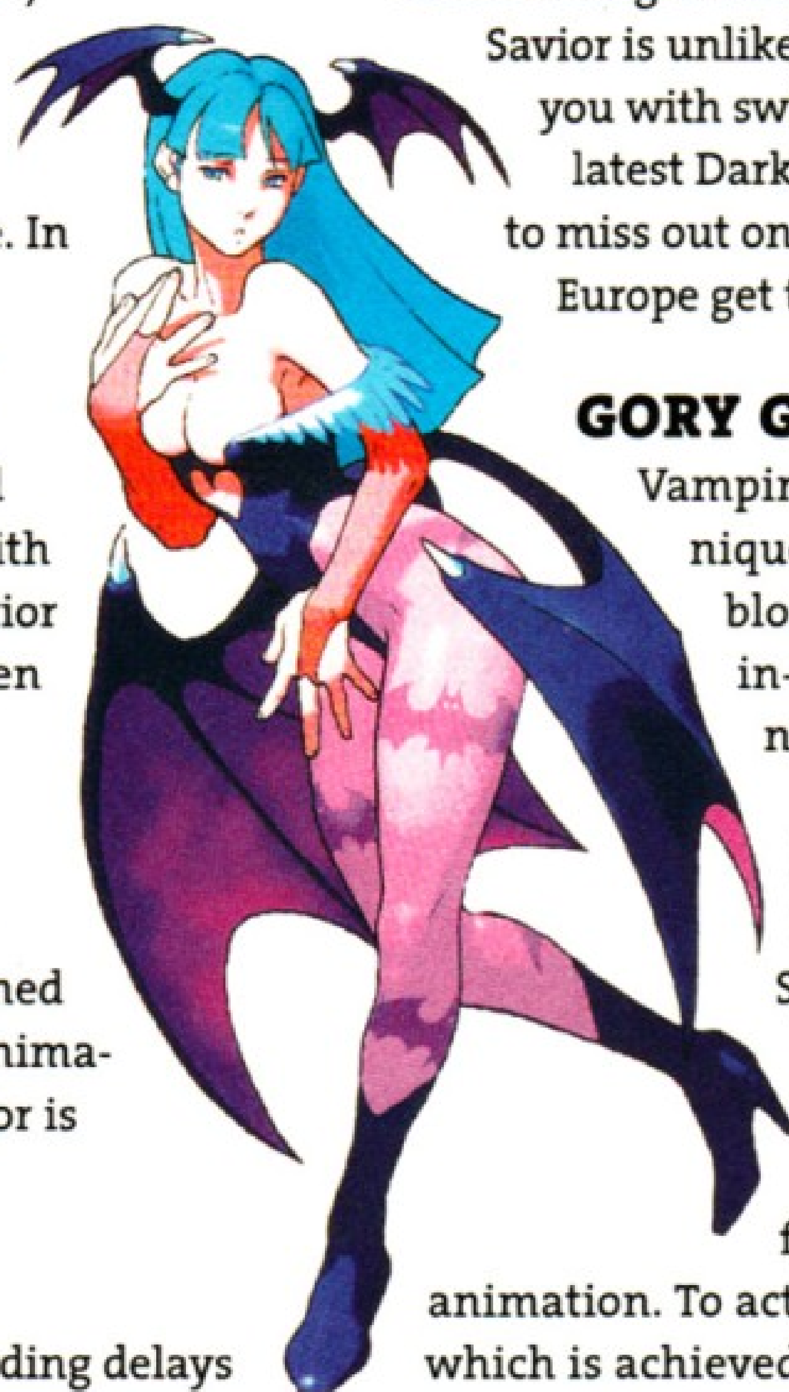


◀ Fighting on the side of a skyscraper? Heck, even the game's backgrounds are weird!



▲ Only the power of the 4MB cartridge makes Vampire Savior's visuals possible. Simply stunning.

Vampire Savior is the third (and indeed fourth!) game in the chilling DarkStalkers series, famous for featuring silky smooth animation, a host of hilarious horror-themed characters and some of the most over-the-top special moves you'll ever see. In fact the game is actually more than just another arcade port as it adds an additional three playable characters to its roster as well as a number of cool gameplay features. With their second 4MB boosted game, Capcom really seem to be getting to grips with the extra power their add-on offers as Vampire Savior is the perfect title to showcase the company's proven 2D talents. Capcom's ability to produce character animation of this quality comes down to the company using traditional line art (similar to Disney animation techniques) which is then scaled down and computer coloured. While many fans complained that Marvel Super Heroes lacked some frames of animation, even with the aid of a 1MB cart, Vampire Savior is truly arcade perfect... and then some!



FINGERS CROSSED FOR FRIGHTS?

We've had numerous complaints from readers regarding delays with the release of X-Men vs Street Fighter and it seems there'll be more disgruntled Capcom fans when we reveal that Vampire Savior is unlikely to appear on these shores. Obviously those of you with switched Saturns can enjoy the import action of the latest DarkStalkers title, but our poor PAL brethren are set to miss out on this hard-hitting horror howler... unless Sega Europe get their act together smartish.

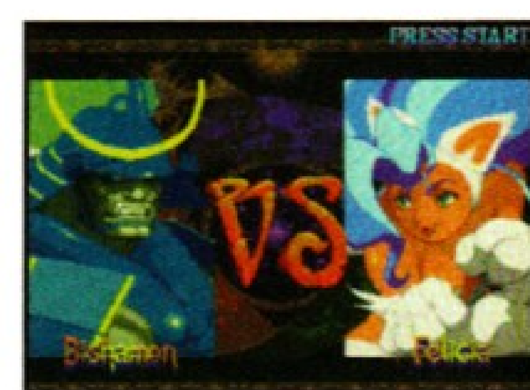
GORY GAMEPLAY

Vampire Savior boasts many 2D fighting game techniques that players will be familiar with, from air-blocking and counters to special moves and two-in-ones, but Capcom have also packed a host of new features into the game:

EX SPECIALS

Located at the bottom of the screen, the Special Gauge is used to activate Vampire Savior's stunning EX Specials. These moves really show off the power of the 4MB cart, with special moves from the likes of Buletta filling half the screen with some incredible animation. To activate EX Specials, the bar requires filling which is achieved by players performing standard and special attacks or by blocking incoming hits. It's also possible for players to perform souped-up versions of standard moves by pressing two punch or kick buttons when activating them. These ES Specials don't drain the Special Gauge and are a relatively effective way of countering opponent's attacks.





▲ 18 playable characters, hidden fighters and the mysterious Shadow mode. Brrr..!











▲ Bizarre characters and over-the-top moves!



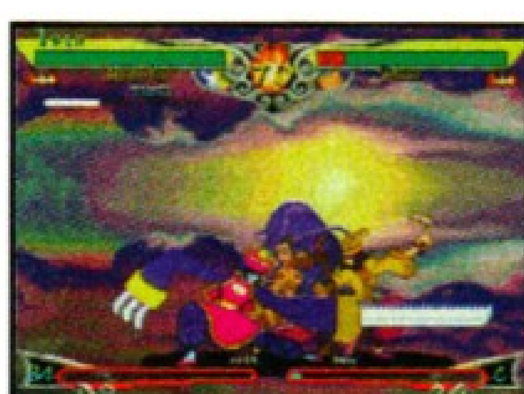
▲ DarkStalkers' trademark humour in full effect.

Saturn Vampire Savior even features the three characters missing from the original arcade game.



Dark Force Mode is handy for hyper-fast combos.





DARK FORCE

A new addition to Vampire Savior is the Dark Force option. Activated in a similar manner to the EX Specials, the Dark Force effect requires a full Special Gauge. When full, players are required to press the Left shoulder button or two punch or kick buttons. With a spooky flash, players are then transported to the Dark Force realm where standard attacks are powered-up and new special moves become available to all characters.

GUARD REVERSALS

Vampire Savior uses a system of Guard Reversals similar to Street Fighter Alpha's Alpha Counters, but they're actually much harder to pull off. When blocking, players are required to input a special move command. Unfortunately, this is really tough to do when facing a one-hit attack. Instead, players should only really try Guard Reversals during an opponent's chain combo or during a multi-hit move, such as Demitri's Bat Spin. You can actually begin the motion for the Reversal before the attack connects as well. Players can also change a Guard Reversal into an ES Reversal by performing the motion with two buttons instead of just the one for some awesome damage! Another simple way to avoid hits is to push opponents away by rapidly tapping punch or kick when blocking.

TIMELINE OF TERROR

1994 - DarkStalkers: The NightWarriors

1995 - NightWarriors: DarkStalkers' Revenge

1997 - DarkStalkers: Jedah's Damnation/ Vampire Savior

1997 - Vampire Savior 2: Lord of the Vampire

CHAIN COMBOS

The vast majority of combos in Vampire Savior are based on a very simple Chain Combo system. Successfully pulling off these combos is slightly more difficult to implement than Alpha's chains, yet much easier to achieve than link-hit combos in which you have to time your button presses perfectly. With Chain Combos, simply time your next attack with the spark of the previous one.



▲ Still a classic, NightWarriors is a stunner...



▲ ...and you can pick it up for under £20!

PLAY AS DARK GALLON

To obtain this hard hellhound (please - no Nutter sightings here - we've beaten you guys to it), simply complete the game as Gallon then return to the character select screen. Simultaneously press the Left shoulder button plus **X + Y + Z**. Dark Gallon will glow faintly if you've entered the code correctly. He's basically a tougher version of old fang face. Hoooowll!



PLAY AS SHADOW

Not a playable character as such... more of an additional cool gameplay feature. Also accessible in the coin-op version of Vampire Savior, Shadow is a monstrous demonic spirit with the ability to possess dead warriors. To access Shadow, go to the character select screen and highlight the "?" box. Press the Left shoulder button five times and on the fifth press, hold the button down. Now press **X + Y + Z + Start**. A random character will be selected for you. Play through Arcade mode and once you've defeated your opponent, Shadow will manifest, drain the life of your character and reanimate the fallen foe. Players now find themselves battling through the game as the character's they defeat!





LIFE BARS

In virtually every modern fighting game, characters attempt to win two out of three rounds in order to emerge victorious. However, Vampire Savior changes the rules slightly by giving characters just one life bar to contend with. When the bar drops below a certain level, players lose a bat icon (located just under the life bar) and continue the fight with that reduced bar still in effect. This system allows for some truly tense battles and prevents cheap players from making a miraculous comeback in the final round. Further more, it's possible for players to actually recover from some attacks if they're given sufficient time to recuperate.

SCARY SECRETS

Capcom always deliver more than just stunning coin-op conversions. With Marvel Super Heroes, players were given a handful of extra characters. With Vampire Savior there are a whole of host of cool hidden features just begging to be discovered!

VAMPIRE SAVIOR EX OPTION!

Complete Vampire Savior without resorting to using continues and this awesome option becomes available. To access the game's EX Option, go to the main title screen and highlight options, hold down the L & R shoulder buttons and press Start.

Nifty tricks on offer include the option to fully power-up your character's Special Gauge, activate a handy damage recovery feature, view any character's end sequence and even select between a S-VHS or RGB output. However, as a special treat for Capcom's dedicated Western fans, there's also an option allowing all of the game's text to be displayed in either English or Japanese!





DONOVAN - Hunter of Destiny

Half Vampire/half human, Donovan's mission is to rid the world of all evil by killing the DarkStalkers. His unique parentage gives Donovan a number of powers such as summoning elementals and fighting with a living sword. Surprisingly not that strong a character, Donovan relies more on flashy hit-and-run techniques.









▲ Donovan's Efreet Sword Elemental is a flashy Dragon Punch move that causes plenty of damage.



PYRON - Master of the Cosmos

In Arcade mode, Pyron was always a pain in the ass, but as a playable character he's actually a bit lame. Slow moves and supers that players can see coming from a mile away make this living god fairly obsolete. Even in the hands of an expert Pyron fails to live up to his potential. Cool character animation though with some over-the-top specials.









▲ Huitzal's Final Guardian super is a multi-hit monster!

HUITZAL - Killer Machine

Awoken by Pyron's arrival on Earth, Huitzal's robotic abilities are used to lethal effect. Essentially a walking Swiss army knife, Huitzal is capable of generating all kinds of offensive weaponry from ice cannon to plasma bolts.







ANAKARIS - Resurrected Pharaoh

Slow and lumbering, Anakaris boasts some of the most amazingly well-animated specials of any character. His ability to capture opponents' fireballs and throw them back is a cool surprise move while his Sarcophagus Dance takes down foes who spend too much time in the air. Worth checking out as his unusual abilities will often leave opponents confused and battered.









RIKUO - Hero of the Deep

Another all-rounder, Rikuo uses his many water-based attacks to defeat opponents. His Sonic Wave stuns foes standing too close, opening them up to combos galore. When in Dark Force mode, Rikuo rides around the screen on a colossal tidal wave sending opponents flying! An effective fighter in the right hands.







▲ Rikuo gives Huitzal's robotic butt a good whupping. He's bound to win... doesn't water rust metal?

FELICIA - Teen Feline Dreamer

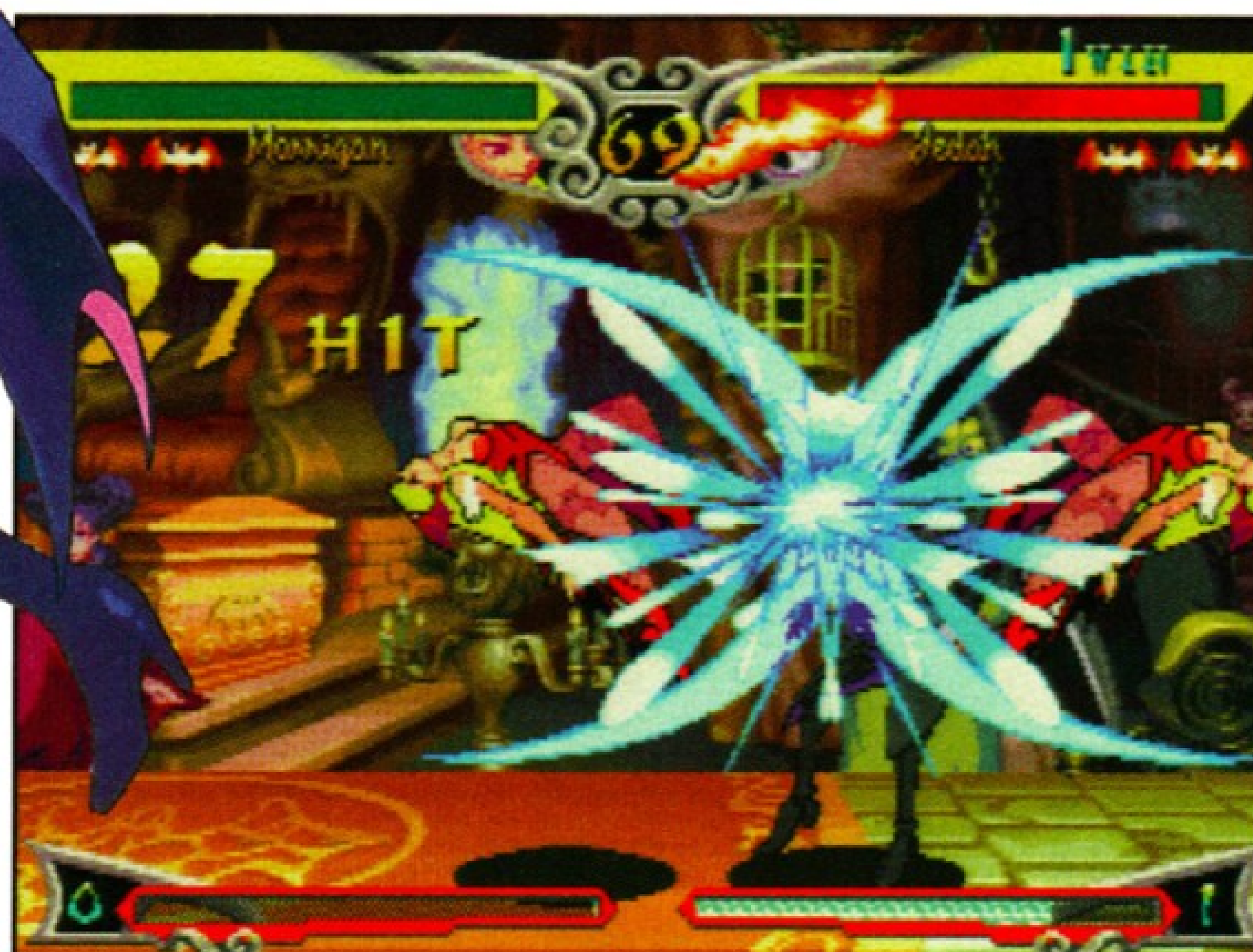
An extremely fast character with plenty of linking chain combos. The only real problem with her is that she has no projectile moves and her specials are really not that powerful. A good character for those people who don't rely on fireballs to win battles, but too cute for her own good.



▲ Felicia's Please Help Me special literally fills the screen with pussy.

MORRIGAN - Queen of the Night

Many DarkStalkers fans complain that Morrigan is the cheapest character in the game. Dragon Punch ripoffs and fast fireballs put her in the Ryu clone corner, but her flight powers, speed and strength make Morrigan the equal of Jedah. More powerful than her sister and faster than Demitri, this she-vampire is awesome.





▲ Never get on the wrong side of a women especially when she's one of the undead or if it's "that time of the month".





▲ (Left) Check out one of Morrigan's many winning poses.

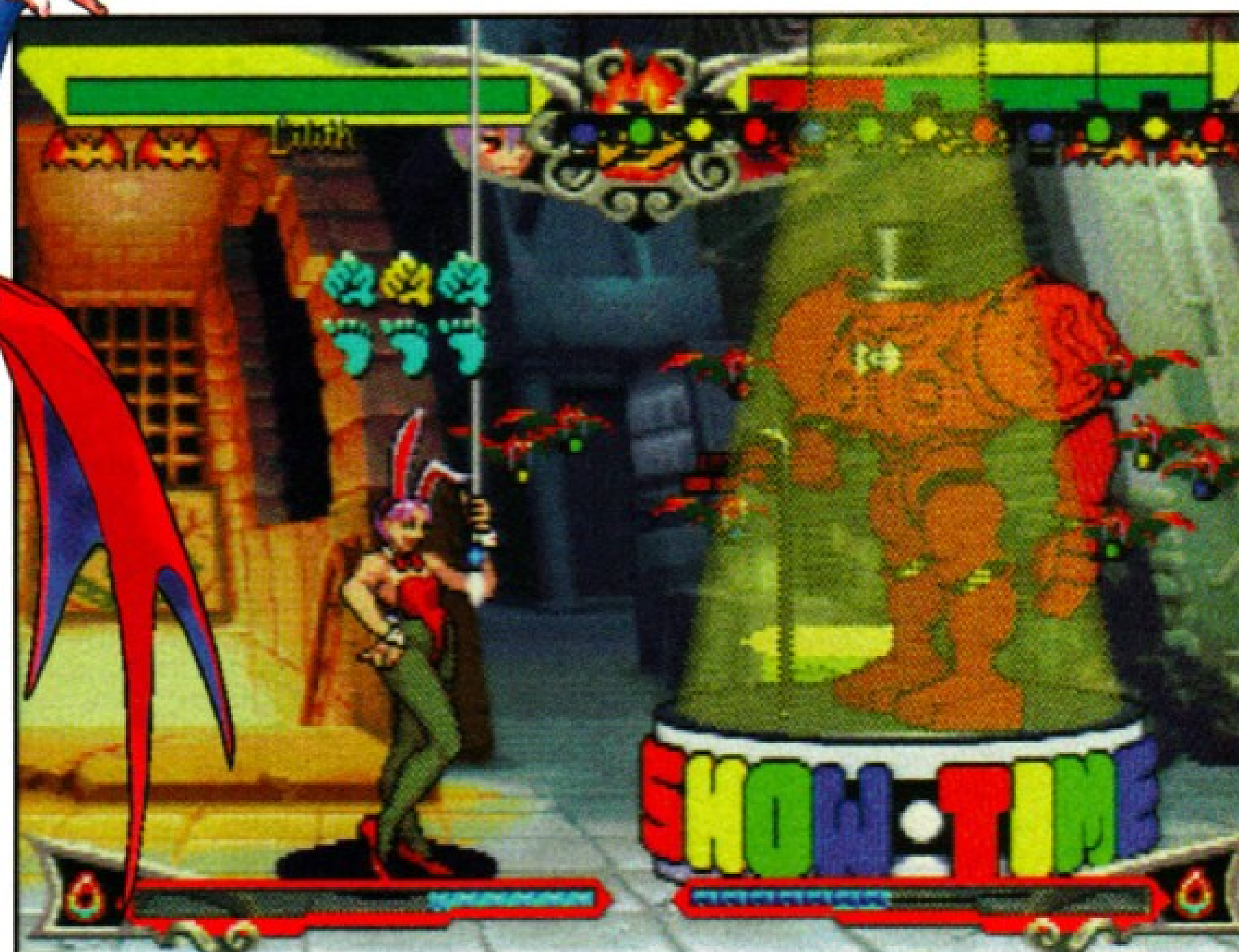
LILITH - Sweet Soul Sister

Morrigan's baby sister, Lilith is fast, but a little on the weak side. She plays like a Ryu/Ken/Morrigan/Demitri clone so if you're a fan of those characters, she's the one for you. Lilith's also a great choice for beginners because she's fairly easy to use and has a wide range of moves. Her offensive attacks and defensive abilities are relatively weak, but she makes up for it with her superior speed.









▲ Lilith's hilarious special puts opponent's through their dancing paces.



LORD RAPTOR - Death Rocker

A great offensive character with some really painful basic moves. He combines speed and cheapness, but his specials are lacking in strength. Players make the mistake of misjudging Raptor's reach and usually wind up on the receiving end of his nasty Skull Sting.





▲ Nutter Fact: Lee's favourite Brazilian Death Metal bands include Carcass, Satan's Ass and Sepultura.







▲ For maximum damage, get in close to your opponent before unleashing the Midnight Fury special.





▲ Demitri's cool moves make him the game's Ryu character.



DEMITRI MAXIMOFF - Prince of Darkness

Demitri is basically another Ryu/Ken clone. However, he's also the most well-balanced character in the game with abilities that both beginners and experts will be able to master. Use fireballs to keep opponents at a distance then teleport in to deliver the killing blow.



VICTOR VON GERDENHEIM - Crusher Corpse

A Zangief-type character. Very slow, but extremely powerful. No long range attacks leave Victor open to fireball-chucking fanatics, but get in close and this Frankenstein-wannabe lets his fists do the talking. Often seen as a novelty character, Victor's slow speed and punch-based attacks can actually be his greatest assets.









▲ Ooh... it's shocking! Victor gives Felicia a good slappin'.



JOHN TALBAIN - Whirlwind Werewolf

Gallon is a great character. His ability to quickly change directions during moves combined with his speed make him an excellent choice. In fact it's entirely possible for skilled players to pull off constant super-cheap specials to pound their foes into the ground. Gallon's enhanced jumping ability also aids players when stuck in lethal corner traps.







▲ I used to be a werewolf, but I'm alright noooowwww!!



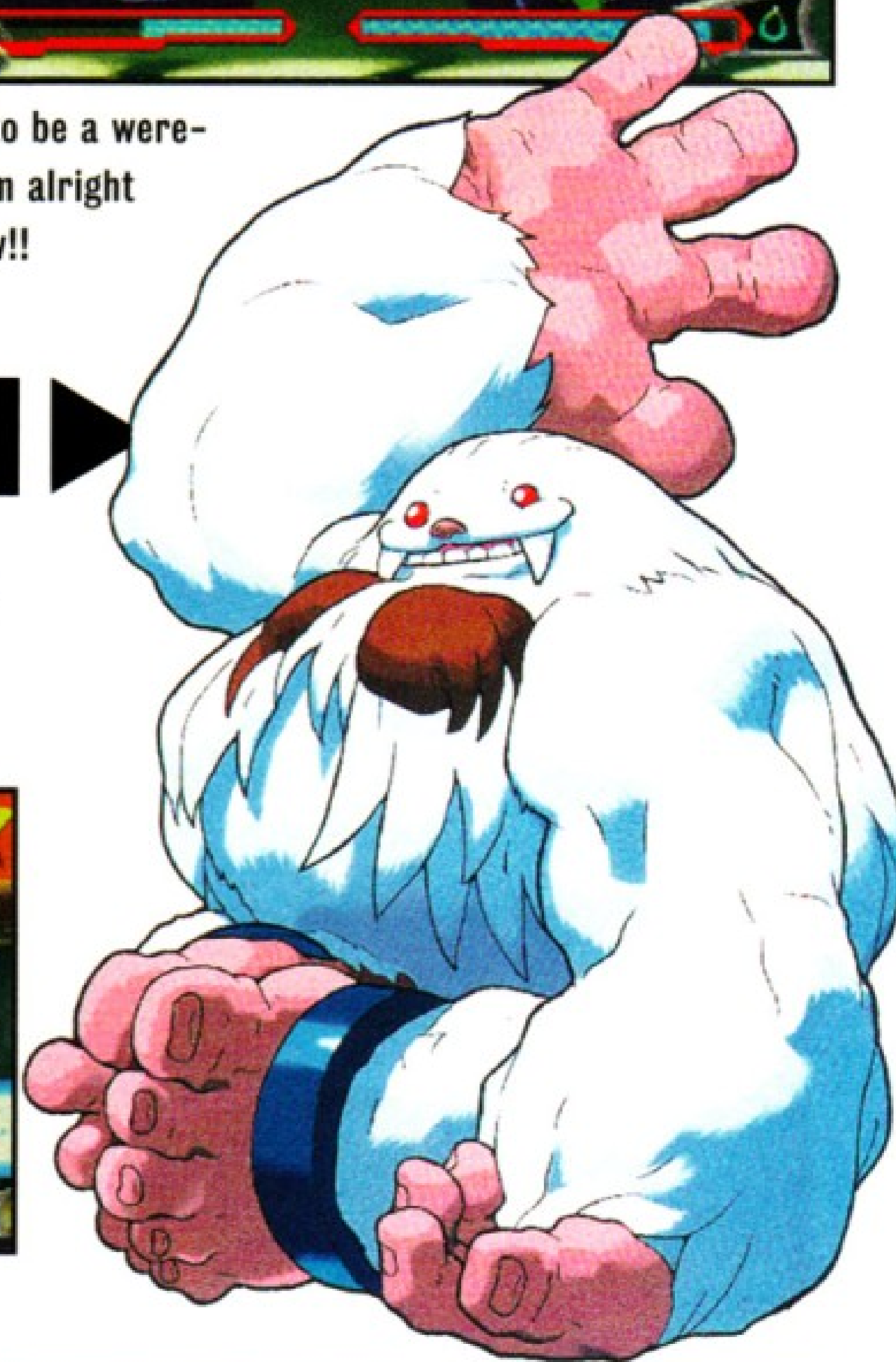
▲ Ice to see you! Sasquatch kicks frozen butt.

SASQUATCH - Snow Hulk

Sasquatch is a very slow character, but makes up for it with multi-hit combo moves which cause plenty of damage. He also has excellent defensive capabilities and his hilarious snow-based attacks make him a great comedy fighter.







HSIEN-KO - Phantasm Girl

Unlike her Vampire Savior counterparts, Lei-Lei is a mostly defensive character and hence spends most of the game blocking attacks and storing special gauges. She is excellent for countering moves and combos and a number of projectile attacks give her the edge in long range attacks. When Dark Force mode is activated, Lei-Lei's dead sister leaps into the fray for some frenzied three-way action!





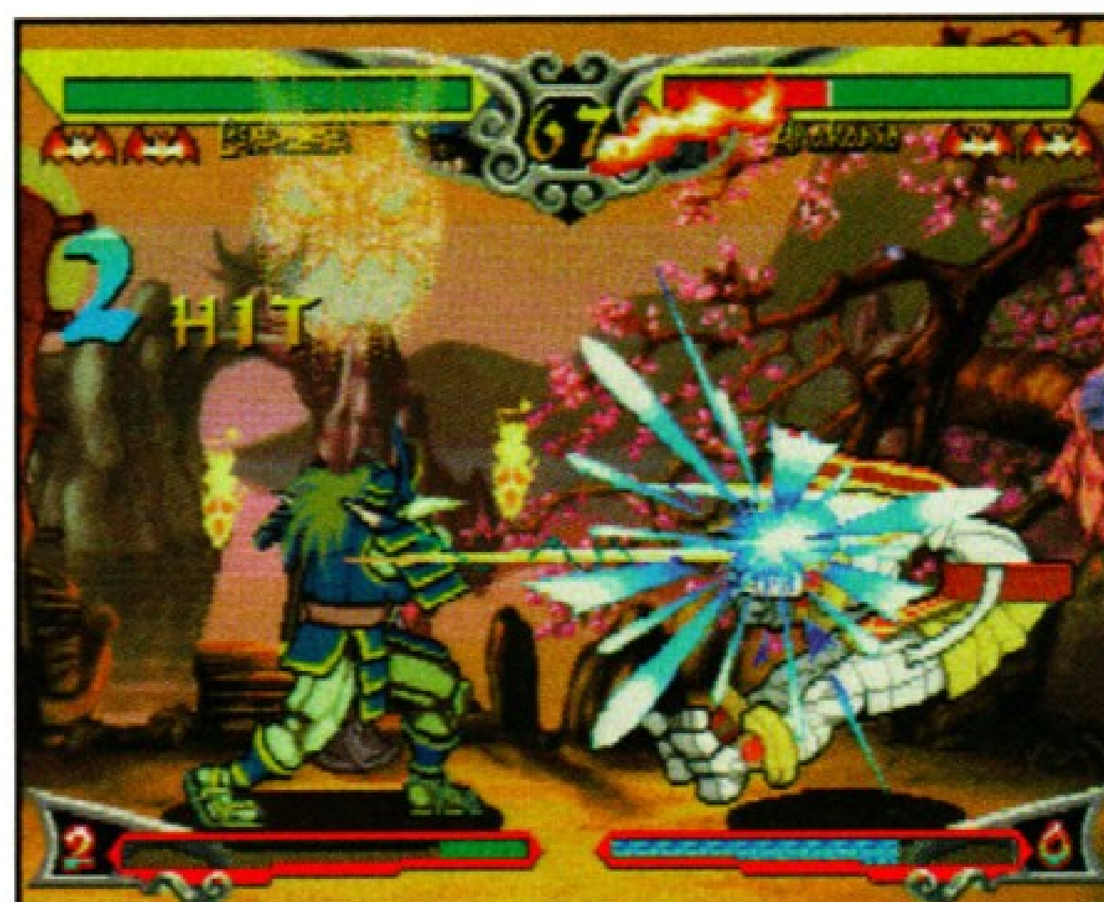




BISHAMON - The Cursed Warrior

Bishamon is fast, strong and hard to use. Timing and special moves are the key to mastering this cursed warrior's talents. Definitely a character for more advanced players to test out as his lack of flashy moves may put off less able gamers. Similar in skills and moves to Street Fighter Alpha's Sodom.



▲ His specials and supers may not be as flashy as those of his DarkStalkers companions, but Bishamon still tough.



Q-BEE - The Ghastly Insect!

Blinding speed makes Q-Bee the Vampire Savior equivalent of Street Fighters' Chun-Li. Also one of a handful of characters in the game capable of limited flight, opening up the potential for some awesome air-launched combos...





▲ Buzz off! Q-Bee is one of the game's stranger fighters.



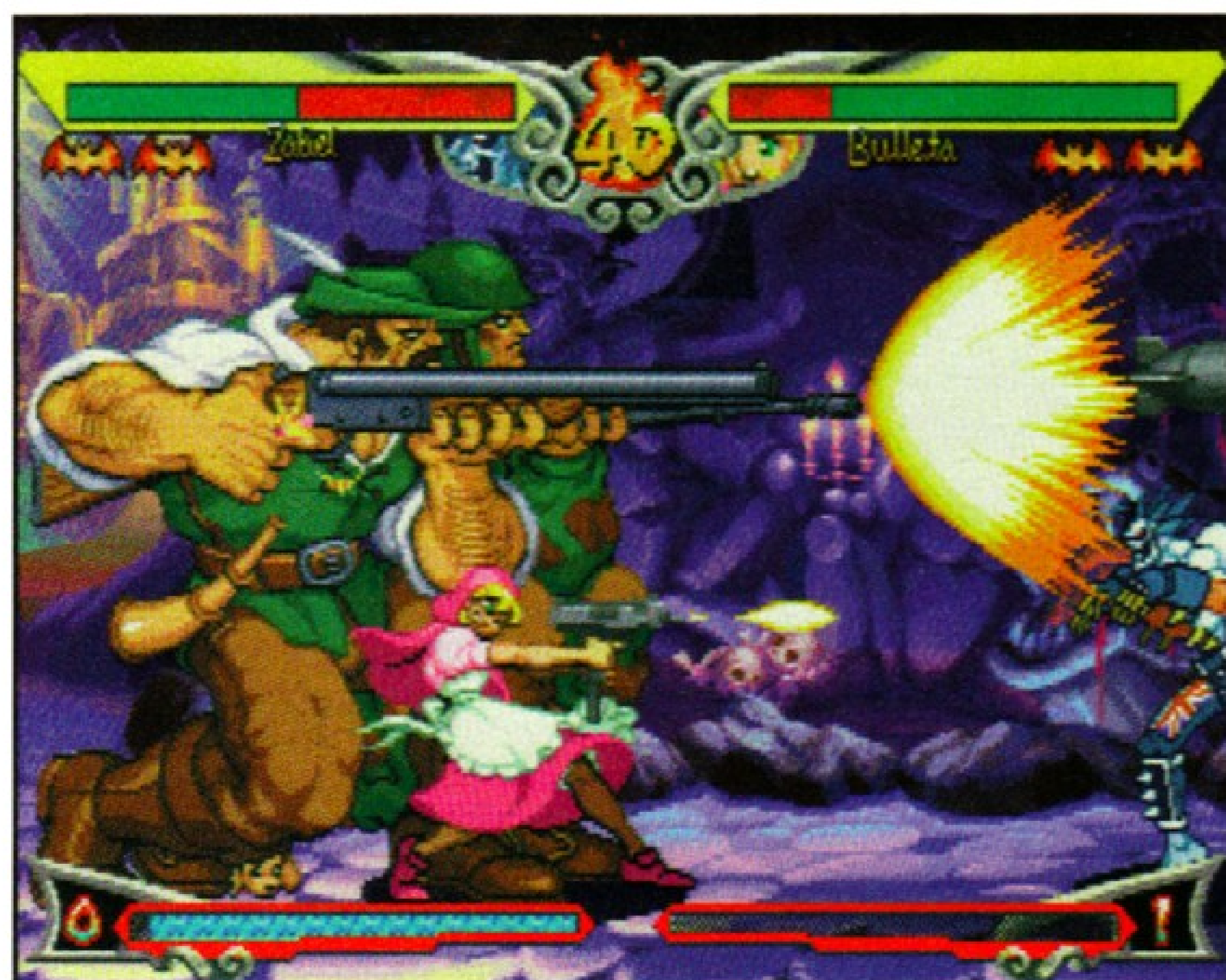
▲ Jedah steals the soul of another hapless victim.



JEDAH - Dark Messiah

Jedah is only for the more advanced players. His timing and moves are hard to master, but spend time learning his skills and you'll discover he's lethal. Jedah's combination of spinning blades and superior speed make him the ultimate DarkStalker.





▲ Easily one of the finest supers in the game is B. B. Hood's Hunter Special

B. B. HOOD - Lovely Bounty Hunter

B. B. Hood is a really cool original character. She's armed with guns, cannons and razor-sharp knives and fools many players with her cute looks. In fact B. B. Hood's attacks are guaranteed to force a smile onto the faces of the even the most macho gamers! She has plenty of charge moves to master with some effective long range attacks rounding out her arsenal. Sweet 16 she ain't.




▲ She may look cute, but this babe's got a sack full of pain!




Alitalia
SEGA RALLY
Alitalia



Sega Rally 2 Interview

With Sega Rally 2 currently wowing arcade audiences across the globe, we managed to track down the illustrious development team behind the eagerly-awaited sequel. WARREN HARROD speaks exclusively to AM Annex!

SSM When did work on the project begin?
AM Annex The project started around January of last year when we went on location to see the WRC (World Rally Championships). We started development in earnest when we returned to Japan. That was around February '97.



SSM Why did you decide to make a sequel to Sega Rally and what were your aims?
AM Annex Well, with the original Sega Rally there were things that we were unable to do at that time and also it's been a while since we released the first game. Now we believe that we are able to do better things with the game. Obviously, the advent of the Model 3 hardware was the biggest factor. Driving games are still in the process of evolution. We've also improved our ability to produce great driving games over the last three years. When we created SR there were still areas that were lacking, such as the engine noise and the sensation of speed and movement. In addition, the limitations of the hardware were also a restriction as well. We thought we could progress in these areas so we decided to create a new Sega Rally. For example, the night and snow scenes are much easier to do with the Model 3 board.



SSM What kind of player did you create this game for?
AM Annex Of course we made it for people who enjoyed SR, but as you'd expect we also wanted to expand upon this and introduce a wider audience to the game. Above all we wanted to wanted to create a driving game with real depth that would capture the excitement of driving a real car.



SSM How does the difficulty of Sega Rally 2 compare to its predecessor?
AM Annex The beginner's stage is the entry level into the game. This area has been made much simpler. When we looked again at SR, we saw that it was fairly difficult to drive in a straight line and indeed almost everyone who took a corner skidded too much and crashed into the wall. With SR2, we've improved this part considerably. Nobody driving a real car suddenly crashes into things. We created SR2 so that the average player could drive in the same way as they >>









Members of the SR2 team went to Thailand to experience the Asian rally scene! The event is held from March 13-15.



>> imagined they should be able to drive in real life.

SSM Was it your intention from the beginning to recreate the dramatic atmosphere of rally driving in the game?

AM Annex Yes, that's what we aimed to do. We feel the image of rallying should be fast and furious and we wanted to recreate this. However, we're not rally drivers, so it's difficult for us to know how they feel. Usually in motor sports you're sat amongst the spectators watching from afar, but with a rally you can get close and see the race right from the road side. It's right in front of you! We've experienced that first hand. If we've been able to convey that image just a little then we're very happy.

SSM In order to make the tracks so realistic, did you have to visit any real courses?

AM Annex About three or four years ago, straight after we finished SR, we went to see a rally. There we were able to actually walk around the rally course that the cars drive around. Then, last year, Mr Mori (programmer) and Mr Mizuguchi (producer) went to see the Monaco Rally. After that we went to the Thailand Rally.

SSM How was the Thailand Rally?

AM Annex It has a very Asian image. Obviously the cars are the same as in other European rallys, but the image was different from what we had in mind. In its own way it was very exciting and we had hoped we could capture that and put it in the game. However, in the end we weren't able to. The rally course was only gravel and the road was very rough with a lot of ups and downs. The course itself was actually very interesting and it was a good reference for our own course layout. However, the scenery wasn't really much help to us.

If you've not yet played Sega Rally 2... what are you waiting for? Get down to your local arcade NOW!

SSM What reference materials did you use to create the cars?

AM Annex Well, we certainly looked at all the cars we could. We saw all the cars that appeared in the WRC when we went to see the race and took a lot of photographs. We saw the Lancia, Delta and Stratos. However, due to unfortunate timing, we didn't get to see the Peugeot so we had to make to make do with photographs and video footage.

SSM What process did you use to create the cars?

AM Annex In a 2D game it's possible to create the cars based on photographs alone, but we're creating 3D model data so it was all done by hand. We did use some plastic models as a reference and then applied our textures on top of that. To create one car it took us about about two weeks. It depended on how much data we received from the car manufacturer.

SSM Did you plan on creating six cars from the very beginning?

AM Annex To tell the truth we didn't plan of having this many cars at the start. First of all we had just four cars. However, some of these cars aren't being used any more so it had a kind of old image. Because of this we decided to include some cars that are currently active in the WRC as well. In the end we dropped the Celica and Delta and stuck to six cars.

SSM What efforts did you go to in order to perfect the AI of the rival cars?

AM Annex The computer-controlled cars drive along at their own pace. They don't judge the conditions around them. They sort of act as pace setters for the players which is pretty much the same as in SR. They have their own driving line which they try to maintain, but they don't consider what they have to do in order to improve their position. They drive in response to the road.



















Above-left: Mr Yoshio Fujimoto is a professional rally driver who assisted AM Annex with Sega Rally 2.

SSM Did you actually get to drive a real rally car?
AM Annex We haven't driven in any races, but some of the staff have ridden with professional rally drivers in Japan. The car's movement is completely different from how we expected it would be. For the entire race the car is sliding as it drives. That kind of sensation can't be gained from simply driving around a normal race track and unless you experience it you can't recreate it.

SSM Did you have any feedback from professional rally drivers about the game?
AM Annex There's a top rally driver (Mr. Fujimoto) who's very active in the Asia Pacific rally scene. About two years ago he won the Africa Rally. We received a lot of advice from him. About once a month he would come here and play the game then giving his impressions. In addition, he did a lot of test driving with the staff as well. His input had a profound impact on the game especially with regards to the sensation of actually driving. Because of him our initial ideas changed a lot. Not only to do with the driving, but also a lot of minor things such as the way the roadside cameras flash and the way the headlights are seen.

SSM Compared to real cars, how realistic are the cars in Sega Rally 2?
AM Annex Our objective was to create the feeling that you were in a real car not to actually recreate the real car itself. It's a subtle difference. If we'd created a carbon copy of a real rally car then the average player probably wouldn't be able to control it. To a certain degree they'd be able to drive, but they'd soon crash. SR2 has been created to reflect the scenery as seen from the car and the car's movements as if you were a professional rally driver.

SSM Could you explain the creative process for producing the courses?
AM Annex First of all we decided upon the track's image. For example, a sunny desert or a night scene... whatever. It then became inevitable that the snow and night scenes would be difficult to produce so we put left towards the end of the game's development. Once we've chosen the image we then then build up the sensation of racing and fine tune the driving. With the course shape finished, we then add the scenery. This is done by creating scenes for each image and then linking them together. We use a lot of videos for this.

SSM Before you started development, was there any course that you definitely wanted to include?
AM Annex Yes, the snow stage. It has a very strong image to it. We originally wanted to have the snow stage in SR, but we couldn't do it. With the Model 2 it was too difficult to make it look realistic.

SSM In which order did you create the courses?
AM Annex First of all we developed the desert, then the forest which we later dropped. Next we produced the Riviera and then, because we'd dropped the forest, we did the mountain stage. Finally we added the popular snow stage. In total we created about fourteen course layouts of which four have been kept. The other ten were cut completely.

SSM Were there any courses you wanted to include, but left out because they were too difficult?
AM Annex Yes, there was the night time mountain course. There were two difficulty factors with this. One was that it was night, so you couldn't actually see very much. The other was that it was a severe up and down mountain track. We were really going to include it right up to the very end, but after considering the overall balance of the game we decided to cut it. We still have the tune for this track

>>





AM Annex aces: Director, Mr Kenji Sasaki (Left) and Progammer, Mr Kazuhiro Mori

>> in the game, but not the actual course data..

SSM Did you get any feedback from gamers themselves?
AM Annex We went to some amusement arcades and watched people playing the game during the location tests. You can't really do much more than look at their faces and see their reactions. We had two location tests in November and December last year in Japan at the Gigo amusement centre. We also had a location test in London at Bombers as well.

SSM How did you come up with the idea for the navigation system?
AM Annex We wanted to use this kind of navigation system in SR. We saw a lot of rally videos and the most characteristic feature was the navigation so we wanted to include that. However, arcades are very noisy so the navigator's voice gets lost in all the background sounds. Because of this, it's too difficult to make out what he's saying so instead we came up with the idea of the arrow signs.

SSM At what point in the game's development did you consider the design of the cabinet?
AM Annex Right at the beginning we sketched out a few ideas and put together a few proposals for AM4. Although we kept improving the design, we settled on the final design fairly quickly. However, AM4 had a hard time with the motion for the deluxe cabinet and we were working together right up to the very end to get it finished in time. We started the cabinet design in May or June last year and got a basic version ready for the location test in November. Although at that time the cabinet didn't move, we did get it working for the next location test.

SSM How much time did you spend researching the Model 3 hardware?
AM Annex We released Sega Touring Car Championship around October of 1996. Soon after that we began investigating the Model 3 board and continued right up to the start of the development of SR2.

SSM Did you want to make as much use of the Model 3 as possible?
AM Annex Of course we did. Looking at its specification it would have been such a waste not to. For example, in the demo, the cars are driving with their lights on. Those semi-transparent lighting effects couldn't be done with the Model 2 board. Also, in the snow stage where it's snowing in the distance, there's a white misty haze effect. That's another Model 3 specific effect.



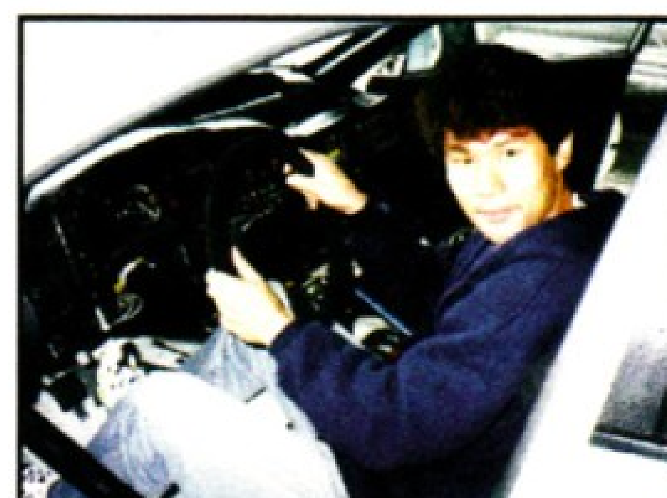
SSM Now you've finished your first Model 3 game, what are your impressions of the new hardware?
AM Annex We've been using the Model 2 up to now and suddenly the Model 3 came out. It's certainly got a high spec, but nowadays there are a lot of companies with high spec hardware. Given that you have such a high standard of hardware, there's a lot of pressure to make sure that the software is of the highest standard as well. Nowadays, the average user is used to this kind of level of CG so it's difficult to create a game that'll impress them.

SSM Could you please tell us a little about the sound system for the cabinet?
AM Annex Currently we have the MPEG board. This is a new board which has progressed from the one we used with the Model 2. With regards to the speaker layout for the deluxe cabinet, we have two main speakers at the front and another two support speakers both in front and behind. In addition, we have a bass speaker and shaker speaker below so in total there are eight speakers. We were a little worried about the cost, but if you're going to make a deluxe cabinet you have to make it truly deluxe!

SSM Did you sample any of the special effects?
AM Annex As far as possible we tried to sample real sounds to make it as realistic as possible. However, there are some sounds that are just too difficult to record, such as the skid noises, because you pick up too much noise from the surrounding space. It's not really possible to put a mike outside and get close to the tire, so for those kind of sounds we created pseudo effects and interweaved them together. We certainly used a lot of recorded sounds sampled

Below-right: Mr Tomoyuki Kawamura (AM Annex Sound Engineer) is sitting in the car with a DAT recorder while Richard Barns (famous rally driver) screeches around the track.















outside, but the actual sounds we created were done in a studio. We fastened mikes to cars and recorded the engines and exhausts and then used this as a source reference with which to remix our own special effects in the studio.

SSM Who produced the music for Sega Rally 2?
AM Annex A fair number of people were involved. First of all there was Mr Senoue from the Sega Consumer Sound Team. The rest were done by a company called Prime Direction. This company is related to Avex Trax. They have a lot of artists involved in dance music and they produced several tunes for us as well.

SSM How did you go about conveying your ideas for the music to the artists?
AM Annex It was important to have each tune match the image of the stage and yet still have an overall musical balance for the entire game. Because the music was produced at the same time as game development, there weren't any courses ready to show them at the start, so we gave them videos and hand-drawn pictures so that they could build up their own image for that course. A short tune would take about one week to 10 days, while the longer tunes had to be looked at many times. We were working right up to the last moment to get them all ready.

SSM Do you have any plans for a remix CD?
AM Annex We'd like to release one, but it's tricky. We've already released the original soundtrack, but it's not like it was before. It used to be that the sound quality of the game was pretty poor and the music producer would want to improve it with a remix CD. However, nowadays the game music is so good it's not so easy to justify a remix CD unless the tracks are really different. It's been mentioned that we could release it if we produce a home version of the game.

SSM How does the soon to be released Daytona USA 2 compare to Sega Rally 2?





Notice the drunken old man lurking in the top-right of this picture? Ever wonder what Lee Nutter gets up to on his weekends?

AM Annex Daytona is more of a big multi-player racing competition with up to eight or sixteen players. That's where its fascination lies. I think that both Sega Rally 2 and Daytona USA 2 can co-exist in the same arcades. After all, the original Daytona and Sega Rally did. When you think about it, Daytona is much more popular in the USA while Sega Rally has a larger following in Europe. There's a difference in culture. Of course, in Japan there's an even balance.

SSM Which part of Sega Rally 2 are you most proud of?
AM Annex In particular, we're happy with both the ease in which you can drive the cars and also the sensation of speed as you drive fast. When you drive at low speeds it's really too simple, but when you accelerate to high speeds then you get that feeling of wondering what's going to happen if you drive too fast. We've got the balance between these two extremes just right. This sort of depth in a driving game hasn't existed before.

SSM Is there anything you can tell us about hidden features in the game?
AM Annex Well, you'll soon be able to play with two hidden cars, the Celica and Delta. That's all we've hidden in the game with regard to cars. This time there aren't any hidden extra courses, but with time you'll be able to play a mini game. There are also a few other hidden things to look forward to as well.

SSM Finally, do you have any message for your UK fans?
AM Annex Thank you very much waiting for Sega Rally 2 and for looking forward to it. By all means, please enjoy playing it!

EXCLUSIVE SEGA RALLY 2 COMPETITION!

We love our readers here at SSM - in a platonic kinda way, obviously. Which is why we're poised to shower one lucky reader with some **EXCLUSIVE gifts from AM Annex.** That's right, our man in Japan managed to squeeze them for an official World Rally Championship book and Sega Rally 2 artwork, signed by the entire AM Annex team and top Japanese rally driver Mr Fujimoto! All you have to do to win these incredible prizes is answer this simple question:

What is the name of the secret car featured in the original Sega Rally?

If you think you know the answer, send your entries in to the usual address and don't forget to mark the envelope RALLY BLAG. The winner will be drawn at random and be notified by post. Brumm, brumm! Entries to reach us no later than **June 16th 1998**.

BY	SILICON DREAMS / SEGA
RELEASE	MAY / JUNE
PLAYERS	X4
HARDWARE	
PRICE	£TBA
STYLE	FüSSBALL

If the incredible demo on the front cover of this month's issue of SSM doesn't do the job of convincing you how cool WLS '98 is, maybe this rare glowing review will do the trick.

World League Soccer '98



▲ There's even a Sensible Soccer-style view. Cool.



▲ International teams in addition to Premiership squads.

From the first time we clapped eyes on World League Soccer '98, it was clear that Saturn owners were in for something really special. But there is always the lingering fear that the early promise displayed by so many high profile games would be lost in the later stages of development. Thankfully, this has most certainly not been the case with WLS '98. With each and every subsequent version of the game we've received, it's just got better and better. So much so in fact, that it enters the realm of excellence usually reserved for Sega of Japan's finest. It's that good.

The reason behind this is simple enough. Rather than churning out a hastily cobbled together port of the PlayStation code, Silicon Dreams have spent the last two years lovingly crafting the Saturn version of WLS '98 alongside the PlayStation and PC versions.



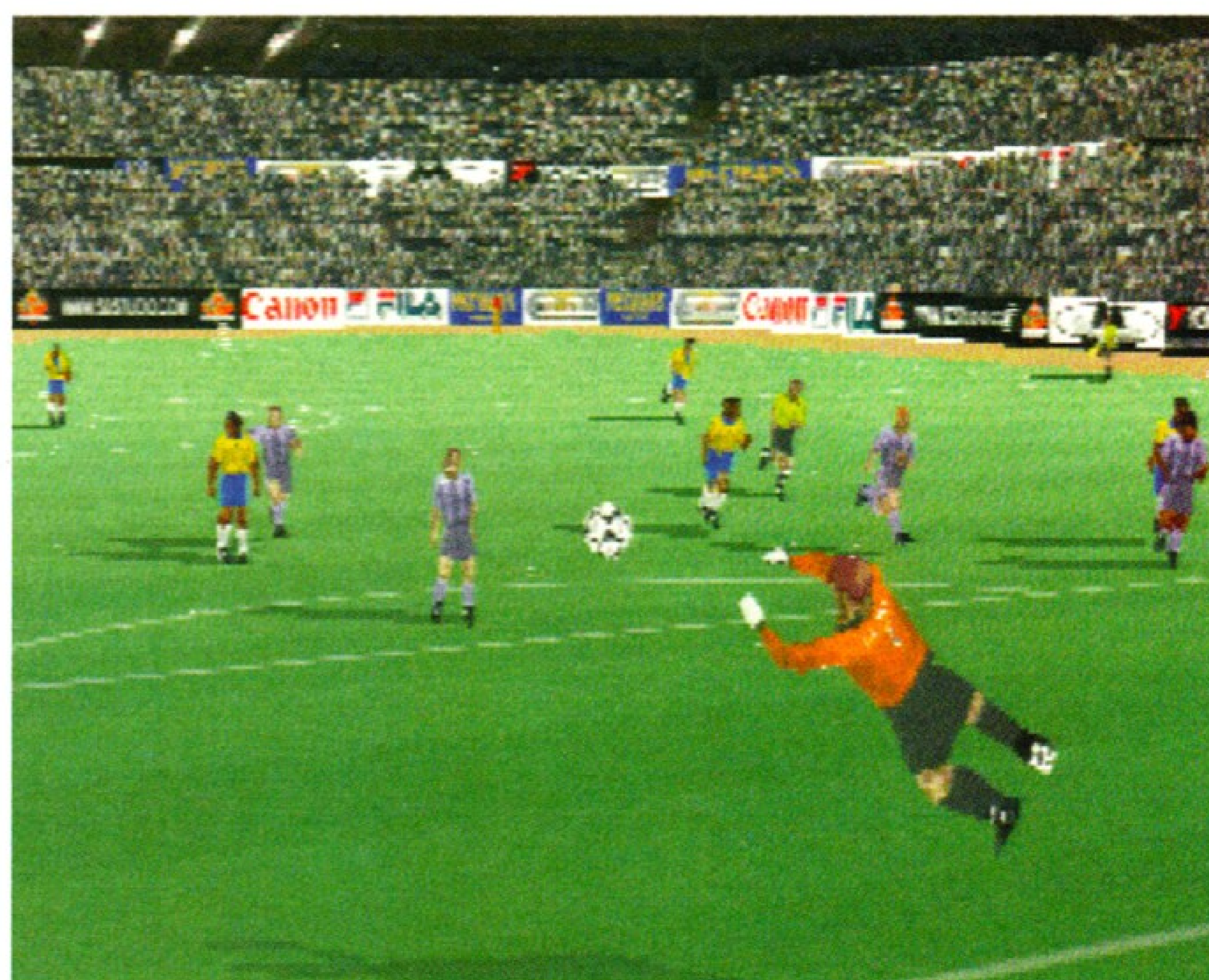
Each has been developed to take advantage of the main strengths of the respective hardware - and rightly so. The results clearly speak for themselves, with the Saturn version arguably surpassing those on the other formats.

Take the visuals for example, clearly the focal point of the game. Silicon Dreams have taken the sports sim a step further than any other developer to date, demonstrating a staggering range of graphical

[With every new version of WLS '98 we've received, it's just got better and better!]



▲ We really can't praise WLS '98 enough. Every Saturn owner should get a copy!



▲ The incredible 3D engine allows you to view the action from every conceivable angle.



effects far surpassing comparative titles. Even the excellent WorldWide Soccer games look positively scrappy alongside WLS '98 - a high accolade indeed. This is largely down to the higher resolution used, with the players, pitches and stadia benefiting from far better definition and less pixilisation as a result. Words alone fail to convey how spectacular this really is, but it's the painstaking attention to detail which really sets WLS '98 apart from similar titles. The crowd animate when their team is doing well, advertising boards rotate, linesmen follow the action up and down the pitch, corner flags flap, the goal nets ripple when a goal is scored, the floodlights and sun create lens flare and the variable weather effects never fail to impress. Even the most skeptical player would find it difficult to refute how gob-smackingly gorgeous WLS '98 is. Oh, yes.

Silicon Dreams have taken a novel approach to

GOOOOOOOAAAAAAAAAL!

One of the most commendable aspects of WLS '98 is the way in which there are no sure-fire ways of scoring a goal. There are no one-man heroics down the wing, with a simple cross from the by-line hitting the back of the net (shades of WorldWide Soccer). Rather the whole move has to be built up from start to finish, just like in the real-life game. 1. The 'keeper rolls the ball out to the defender... 2. who punts it up the field to the left winger... 3. crossing it into the opposition's box... 4. with a one-two chipped return and header to finish. Cool.





▲ The arrow icons enable you to pinpoint the exact path of the ball from a free kick, just like the FIFA games.



▲ Some of the pitch surfaces are a revolting colour.

CONTROL FREAKS

Aside from the incredible graphics, the main thing which impressed us about WLS '98 is the way in which the programmers have sought to authentically replicate all the moves from the real-life game. Short pass, long pass, through ball, chips, volleys, slide tackle, shoulder barge, looping header, passing header, power header, scissor kick, chest ball... and the list goes on! Granted this may seem a tad daunting at first, but with the excellent analogue control even beginners are able to pull of some cool moves, whilst experts are able to manipulate their squad with startling precision.









the game play too. Building on the success of their former titles, Olympic Soccer and the more recent Fever Pitch, they've managed to produce the most realistic football action on any console to date. The scope of play is more open than in other footie sims, with a sizable array of shots, headers and passes to get to grips with. Passing can take the form of a simple tap to a player's feet, instant one touch passing or you can even pass to a drone player and retain control of the player who originally kicked the ball. This unparalleled level of control is extended to the after-touch, enabling players to bend a shot around a wall, swing in the ball from a corner or trick the 'keeper with a banana shot. This hasn't been overstated so as to make the game unrealistic, but balanced properly to give players complete control.

The artificial intelligence is also particularly impressive, with the CPU teams providing a stern challenge for even the most accomplished players. Depending on how well they are performing, the CPU sides actually adjust their tactics as the game progresses. So for example, if they're a goal down in the second half with only a handful of minutes to spare, they may switch to an all-out attacking formation to attempt to pull even. Similarly, the 'keepers are a great deal more intelligent than the likes of WorldWide, constantly analysing the game and calculating the best position to stand, when to come out

[WLS '98 is quite simply the best footie sim money can buy, bar none!]







THIS YEAR'S COMPETITORS

There's an overwhelming deluge of footie games arriving in time for the World Cup, though just about all of them are passing Saturn owners by. Not that we care, as the only one really worth bothering with is WLS '98, of which Saturn owners can look forward to the best version! But how does it compare to the established footie games already available for the Sega system?

WORLD LEAGUE SOCCER '98 - 94%

Everything a footie game should be and so much more. Rampantly playable footie action, peerless hi-res graphics, excellent commentary, tough AI and a comprehensive array of useful options makes WLS '98 the definitive Saturn footie game.

WORLDWIDE SOCCER '98 - 91%

Until very recently the best footie game to grace the Saturn. A silky-smooth frame rate, excellent animation, decent AI and cool graphics culminate in an awesome arcade-style footie sim, surpassed only by WLS '98.



FIFA '98 - 58%

Boasts the most up-to-date Premiership team and player listings and some pretty decent commentary. But the terrible game play, appalling graphics and jerky frame rate make FIFA '98 a game to avoid.







and when to dive.

A decent smattering of customising options have also been crammed in there, rivalling the best to emerge from EA Sports over the last few years. However, unlike the latter, the reams of options genuinely make a difference to the shape of the game. Choose from over 185 international and domestic teams of varying degrees of skill, 14 different stadia, six different pitch surfaces, several kick-off times, multiple camera angles, not to mention various international and Premiership leagues and tournaments. In terms of tactics, players are able to create their own formations, right down to the individual positioning of the players. There are also separate formations definable for for attacking and defending, enabling players to create a multitude of playing tactics. Best of all, the various game play options are available at the touch of a button, without the irritating loading times which adversely affect similar titles.

Also worth a mention is the commentary, conspicuous by its absence in pre-production versions of the game. Put simply, it's fantastic! Football Italia's Peter Brackley and aging veteran Ray Wilkins have been drafted in to perform the honours, with a sizable repertoire of phrases recorded to avoid repetition and cock-ups. Disc accessing has also been kept to an absolute minimum, meaning that the commentary remains relevant to the ensuing action, rather than referring to a misdemeanour committed thirty seconds previously.

In fact, from virtually every perspective we find it damn-near impossible to find fault with WLS '98. The lack of an official licence is a bit of a let down and the PAL version could benefit from a slight speed boost, but given the astounding quality of the overall product, we're more than prepared to forgive its minor shortcomings. The glitch-free high-resolution visuals are peerless, the game play has more depth than comparative titles and the glut of options and impeccable presentation round off the package. WLS '98 is quite simply the best footie sim money can buy, bar none. If you're a football fan and after a decent kick around, you'd be a fool not to buy WLS '98.

LEE NUTTER



▲ Even the blinkin' linesmen are in there!





GRAPHICS	Quite simply the finest graphics witnessed to date in a Saturn sports sim. Squint a bit and you be watching the real thing.	95%
SOUND	Excellent commentary provided by Peter Brackley and Ray Wilkins and crowd chants which react to the ensuing game. Cool.	93%
PLAYABILITY	Excellent analogue control, loads of moves, fast and fluid action and up to four players simultaneously.	94%
LASTABILITY	The staggering array of game play variations ensure that WLS '98 will last you ages. Or at least until WLS '99.....	95%

OVERALL

Without a doubt the best looking, best playing footie sim money can buy. An essential purchase for football fans.

94%

▼ Best footie sim ever? We think so. But hey, don't take our word for it, try out the cool demo and see for yourself.

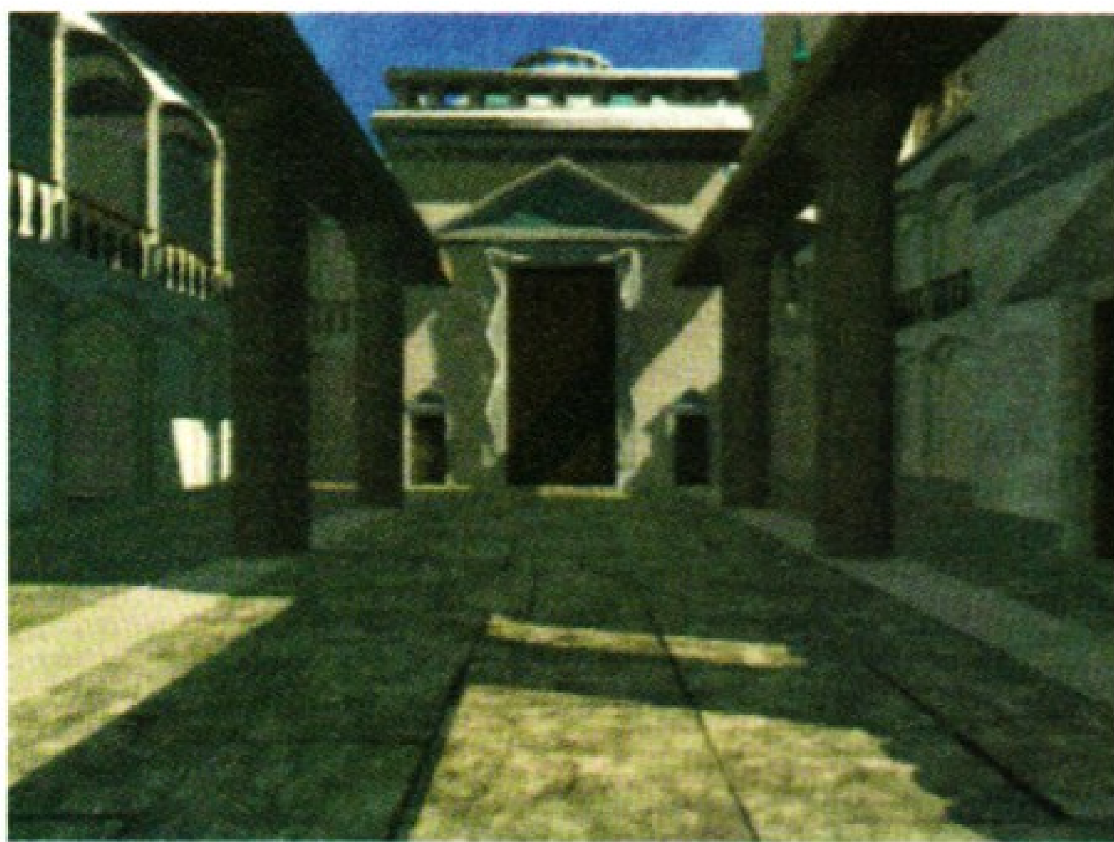


REVIEW

BY	SEGA	
RELEASE	OUT NOW	PLAYERS
HARDWARE	PRICE TBA	1
N/A	STYLE ADVENTURE	

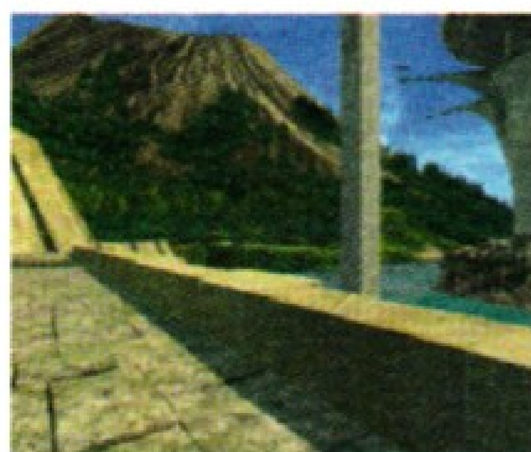
After being lost in development wilderness for what seems like an eternity, Cryo Interactive's on/off Saturn title, Atlantis, finally sees the light of day this month. But can in top the mighty Enemy Zero?

Atlantis



▲ Yep, this is about as exciting as it gets.





▲ Impressive images, but the gameplay isn't up to scratch.

Cryo Interactive's Saturn rendition of Atlantis has the distinction of being in development longer than any other game ever. Probably. Atlantis has subsequently been on and off Sega's release schedule more times than VF3 - never a good sign. Then low and behold, a finished copy of said adventure title arrives to a rapturous welcome in the SSM office. But was it worth the wait?

Okay, we tried. We really did. But no matter how much we played Atlantis, we just couldn't bring ourselves to like it. There's just so much wrong and so little right with it. Take the plot for example, or distinct lack thereof. When Queen Rhea of Atlantis is kidnapped by a group of rebels, it falls upon you as one of the Queen's companions to unmask and eliminate her captors.





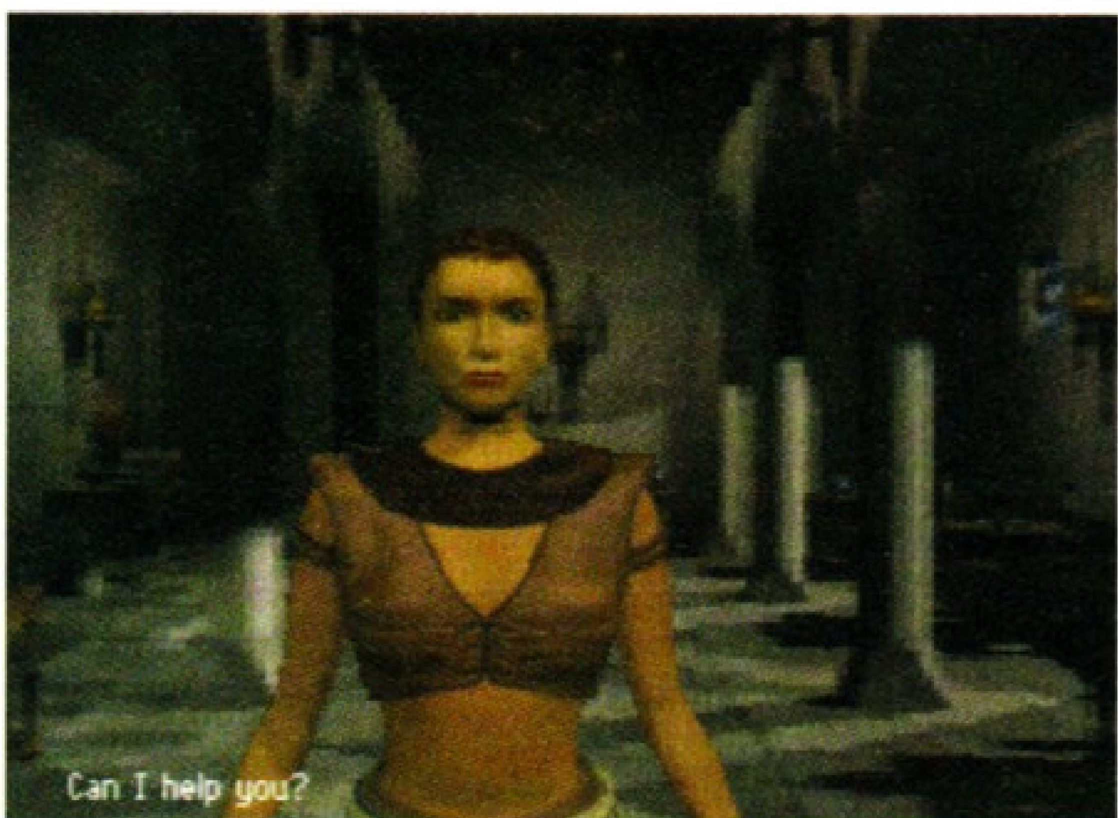
Yawn. There's no hook - nothing to grab you by the balls and make you want to actually play the game. None of the tension, atmosphere or excessive gore of comparative titles - specifically Enemy Zero, are evident in Atlantis, making for an unbelievably dull experience.

Sticking with the let-downs, Atlantis also suffers from a distinct lack of interactivity - there simply isn't enough to keep you occupied for any length of time. The simple logic puzzles are decent enough, but are too few and far between for our liking, with most of your time being spent retracing your steps to discover where you went wrong. It becomes very tedious all too quickly.

From a technical standpoint though, Atlantis is elevated above the deluge of FMV adventures. Using "vir-

[There's no hook - nothing to grab you by the balls and make you want to play Atlantis]



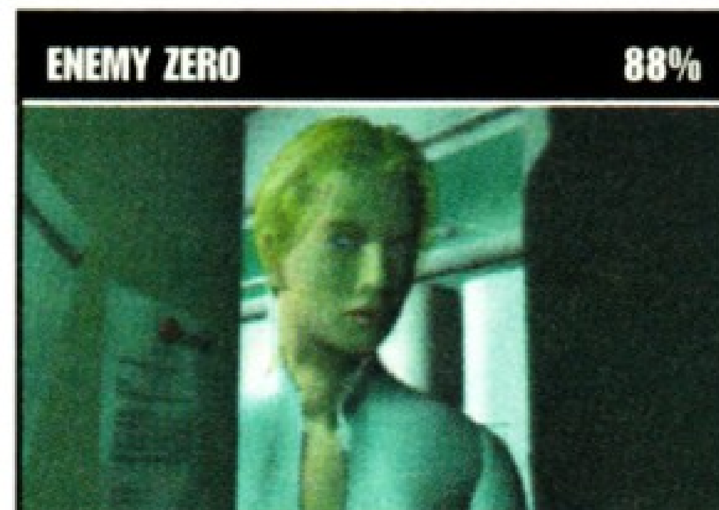


▲ The typical love interest sub-plot is firmly entrenched in Atlantis. Besides battling the three-nippled nymphos and slaying the two-headed Minotaur, you've also got to try and get your leg over Agatha, pictured above.

BEST OF THE REST

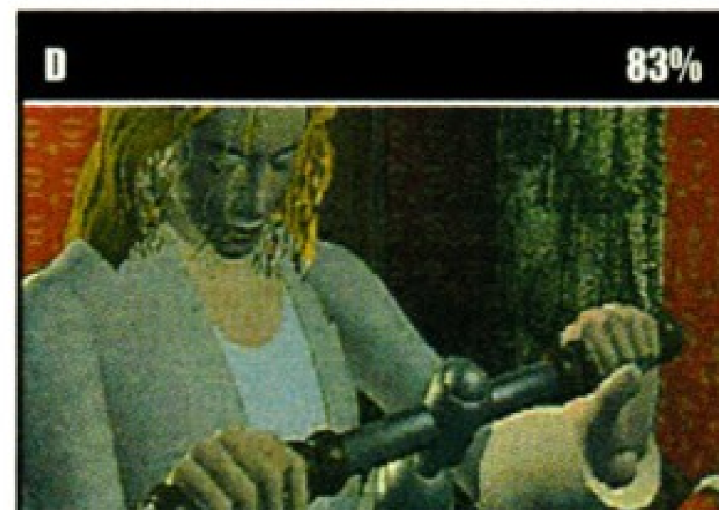
We're not particularly keen on these rendered adventures here at SSM, hence the paltry ratings we tend to lavish upon them. But hey, we know some of you like 'em, so here's a round-up of the one's you're likely to come across:

ENEMY ZERO 88%



Excellent rendered visuals, an engrossing sci-fi storyline and challenging logic puzzles culminate in the finest example of the genre.

D 83%



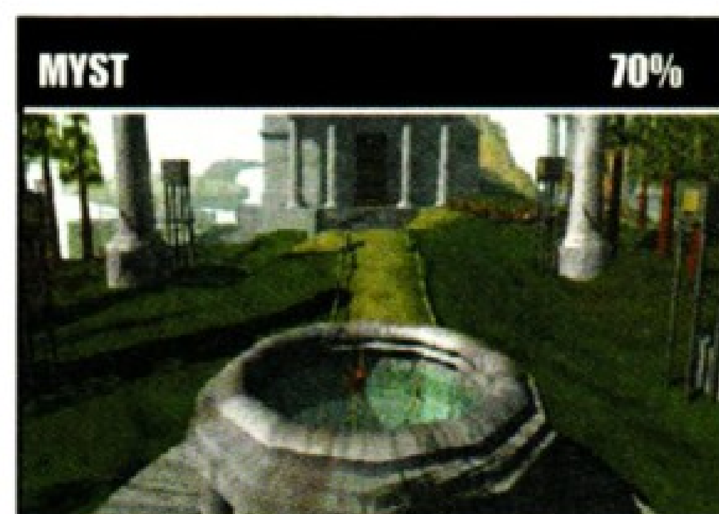
As Warp's first Saturn outing, D thrives on its tense atmosphere and over-the-top gore. [We'll have the first pics of Katana D2 next issue!].

CYBERIA 82%



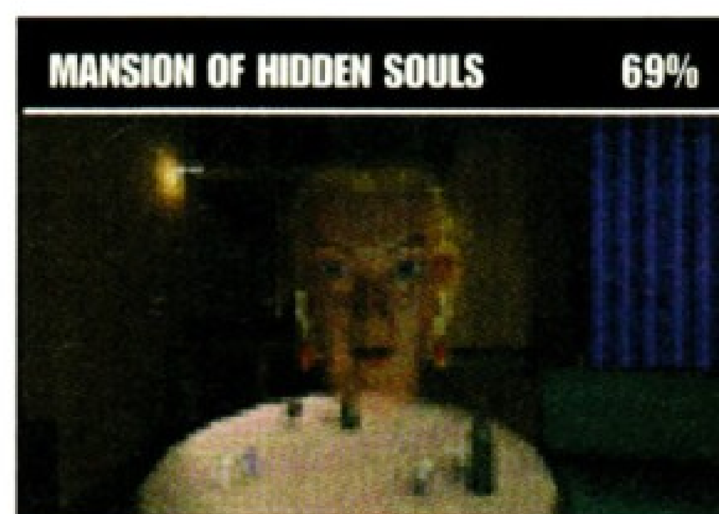
Combining traditional adventure elements with shoot 'em up action, Cyberia excels in neither area, but is a decent enough jaunt.

MYST 70%



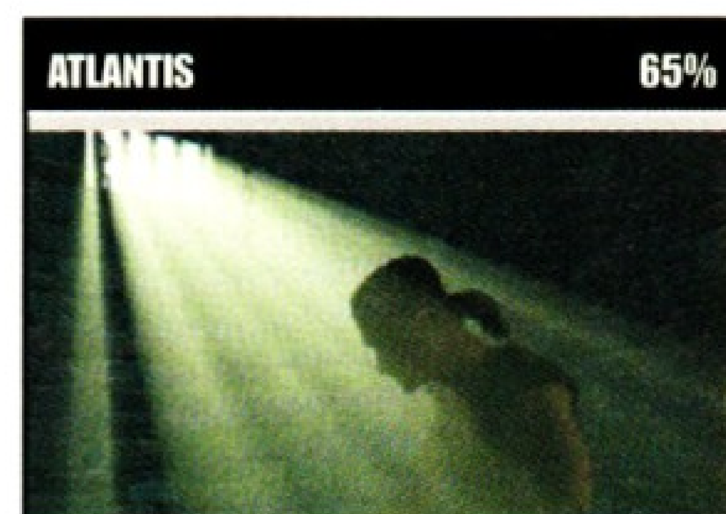
A game you love or hate. Myst has vast appeal for the atypical gamer. The sequel, Riven, has busted all sales records on PC...

MANSION OF HIDDEN SOULS 69%



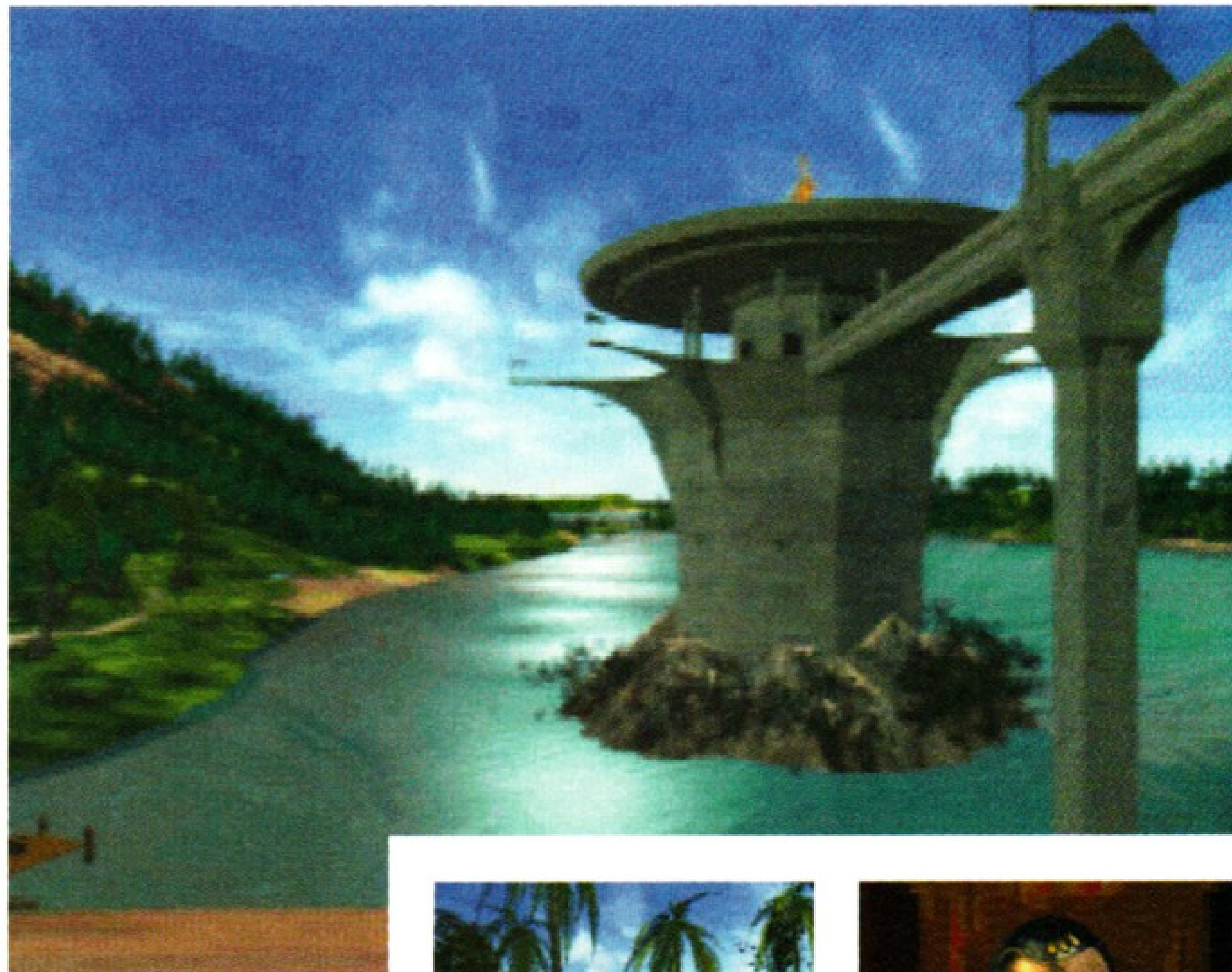
The first of its type to grace the Saturn, MoHS is entertaining in places, but the game structure's outdated and the story is dull.

ATLANTIS 65%



The long overdue adventure title is a piss-poor addition to the Saturn library, lacking the excitement, style and atmosphere of similar games.





▲ The rendered environments are fairly impressive, though not a patch on the painstakingly detailed backdrops in the infinitely superior Enemy Zero.







▲ Even if you like these rendered adventures, Atlantis is best avoided. But hey, Riven's on the way and by all accounts it should be a top game. Cool.





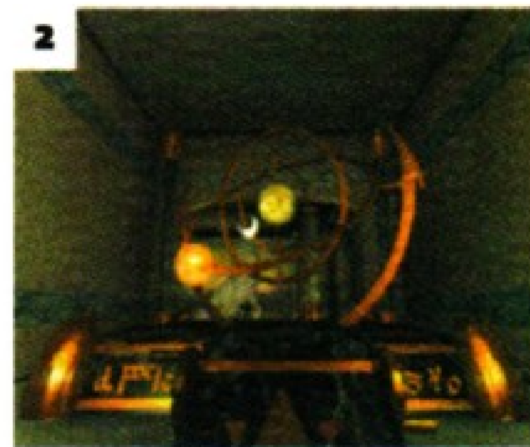
A REAL HEAD-SCRATCHER

The simple puzzles shouldn't give you too many headaches, but every so often a real head-scratcher comes along which requires a great deal more thought. 1. Seemingly no way out of this room... 2. but wait, maybe if I align these planets... 3. and pop this artifact in the lion's mouth... 4. a secret escape route opens!

1



2



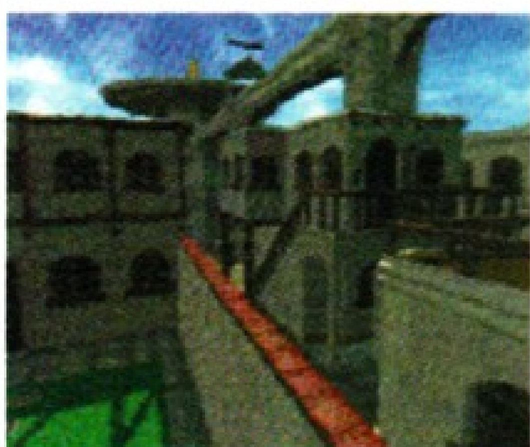
3



4



tual bubble" technology, players are able to rotate their field of vision through 360 degrees in any direction, giving a greater sense of freedom than is afforded in comparative titles. But this doesn't actually pan out in the game, as your movement is restricted to the predetermined routes. Therein lies the problem. The rendered sequences which kick in when moving from one location to another don't fit together properly, with some irritating disc accessing slowing the speed of the game to unbearably sedate pace.





In fact, just about the only redeeming feature of this otherwise disappointing piece of software is its sheer size. The mass of rendered sequences are spread across two discs, presenting a stern challenge which will keep you occupied for some considerable time - providing you can get past the irritating flaws mentioned.

The only question remaining is why Sega bothered to spend their time and resources on publishing such a below par game, especially considering the wealth of excellent titles destined to remain import-only. Red faces all round, methinks.

LEE NUTTER

GRAPHICS	Decent rendered environments, let down by the irritating disc accessing between sequences.	73%
SOUND	Annoying to say the least. Atlantis is best played with the volume off and the subtitles on. It's that bad.	46%
PLAYABILITY	Simple to get to grips with, but the stop-and-start nature of the game is quite frustrating.	65%
LASTABILITY	Completing it should take a while, but once it's finished there's little to entice you back.	75%

OVERALL

Disappointing from start to finish. Condolences to those of you who have purchased it already.

65%

▼ Whoever said videogames don't lead to violence clearly hadn't endured Atlantis for any prolonged period of time.



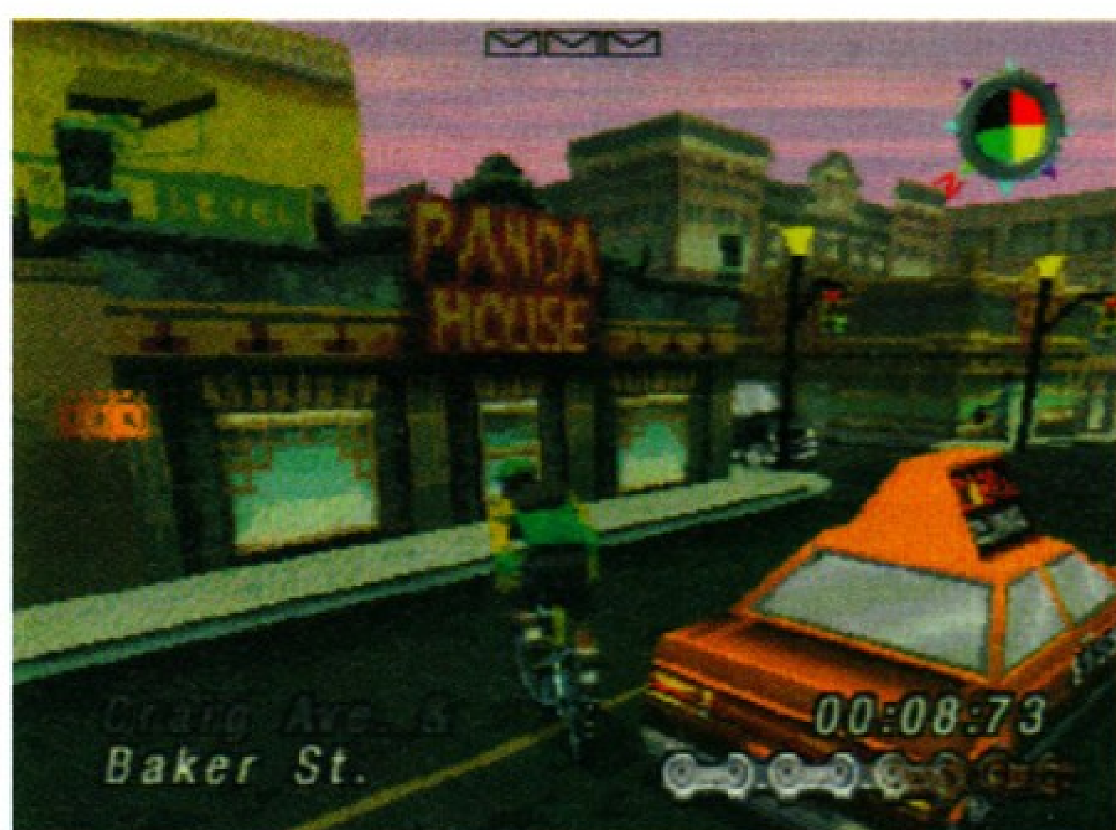
BY	BMG / SEGA
RELEASE	OUT NOW
PLAYERS	1
HARDWARE	Saturn
PRICE	£TBA
STYLE	BIKE 'EM UP

We don't know about Courier Crisis, but it definitely seems like Sega is having a "creative crisis" when it comes to releasing quality PAL games. Where's Dead or Alive, Silhouette Mirage and Metal Slug you lot?!

Courier Crisis



▲ Courier Crisis looks a bit like the driving bit of Die Hard Trilogy, but with far worse visuals.



▲ Don't get saddled with Courier Crisis. It's wheely bad.

On the face of it, Sega Europe appear to have avoided the glut of second-rate software which appears to be causing Sony more than a few headaches at the moment. Their 'quality over quantity' policy looks to have paid off, with recent releases being of an exceptional standard - witness Panzer Dragoon Saga, Burning Rangers and WLS '98. So why on earth would they want to spoil things by releasing the God-awful Courier Crisis?

Courier Crisis is best described as Road Rash meets Paperboy, though it consummately fails to reach the high standards set by either game. As the courier in the title, the basic idea is simply to pedal your bicycle through the busy urban streets collecting, delivering parcels for a small monetary reward. Granted it may seem like a novel idea, but it's a badly executed one which has resulted in an exceptionally dire piece of software.

Take the graphics for example. After spending most of this week in awe at the incredible hi-res visuals of WLS '98 and wetting my pants over the graphical frippery of Burning Rangers, I needed Courier Crisis like a hole in the head. The problem is the distinct lack of visual refinement lavished upon the title, making for a very rough looking game. The 3D environments are bland, repetitive and glitchy, with little by way of variation from one 'themed' location to the next. The low-res textures are scrappy to say the least, and the distinct lack of animation for the pedestrians and courier is a real setback. In fact, Courier Crisis bares all the hallmarks of a

> [Quality over quantity my arse! It's the worst Saturn game this year!]









SECRETS OUT!

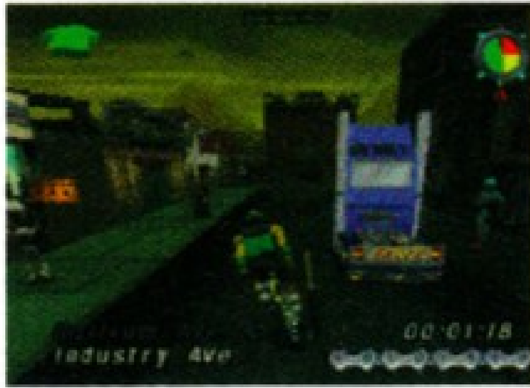
If you're one of the unfortunate few who have bought Courier Crisis prior to reading this review, cheer yourself up by trying out some of these secret bits we managed to find out. To play as an alien courier, try inputting XFIFTYONEX in the password screen (Area 51 - get it?), or enter SAVAGEAPES in the password screen to play as a gorilla. There are more of course, but we're not going to reveal 'em until next month's issue of SSM. Bet you can hardly wait, eh?











GRAB SOME WICKED AIR, MAN!

In addition to delivering packages and knocking down innocent pedestrians, Courier Crisis also offers players the opportunity to pull off some wicked stunts to bolster your score. 1. This one's called a table top... not sure why though. 2. More tricky is the kickin' spread eagle manoeuvre... 3. and the radical cross up stunt. 4. Or grab some mad height and pull off an air 360. Cool?









first generation Saturn title, as opposed to one of the last to grace the powerhouse console.

Further problems are thrown up when actually playing Courier Crisis. Rushing around the streets at breakneck speed, molesting pedestrians and performing some bizarre stunts may seem like fun, and it is for about ten minutes. But the distinct lack of variety in the 15 or so levels soon takes its toll. This is made considerably worse by some terrible controls, especially when using the initial bicycles on offer, making progression through the game extremely frustrating. The emphasis on delivering the packages quickly makes knocking over pedestrians largely redundant, and the appalling collision detection makes negotiating narrow streets a matter of luck. Suffice to say, Courier Crisis is best avoided.

There's little point in denying that Sega Europe







have plunged to new depths to pad out their dwindling UK release schedule. While the likes of Grandia, Dead or Alive and Vampire Savior are destined to remain on import only, such lamentable toss as Courier Crisis is snapped up without a moment's hesitation, the source of much annoyance here at SSM. We simply can't emphasise enough how poor Courier Crisis is and would strongly urge you to steer well clear.

LEE NUTTER

GRAPHICS	A bit ropey really. Cardboard 3D environments, scrappy textures and poor animation make for an ugly game.	56%
SOUND	The voice samples are mildly amusing, but the accompanying music is nothing short of abysmal.	50%
PLAYABILITY	The controls are difficult to get to grips with, the levels are repetitive and the action incredibly dull.	50%
LASTABILITY	There are around 15 or so decent sized levels, but they're all virtually the same. Good for about ten minutes.	45%

OVERALL

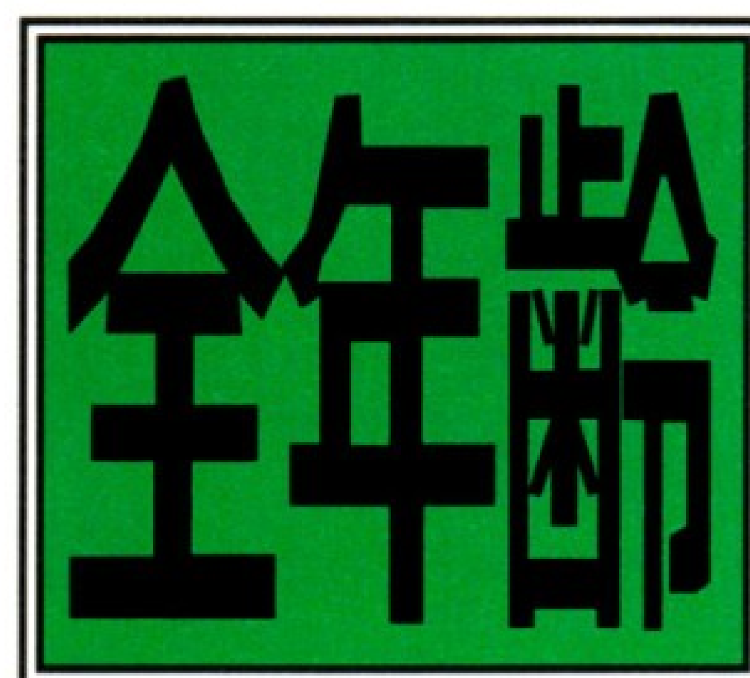
Quality over quantity my arse. Courier Crisis is the worst Saturn game we've received this year by some considerable way.

48%

▼ Tedious and boring gameplay, God-awful visuals and terrible music maketh not a good game. Ya hear me, Sega?



Matters Of Import



It's back by popular demand - the section that tells you EXACTLY which import titles you should ferret out. These suckers are never going to get an official release (to the best of our knowledge) and ALL Saturn owners should know the power of these titles!

Vampire Savior

It's fair to say that we love Capcom. In fact, just about every die hard Saturn owner has been won over by the firm's relentless commitment to the Sega machine and the superlative quality of its games. Vampire Saviour is yet another feather in Capcom's... er, cap.

Of course, the game offers absolutely no surprises whatsoever, but after all, what do you expect? Capcom specialise in bringing arcade perfect renditions of their arcade games to the Saturn. They've even designed their own memory upgrade in order to retain the fidelity of the graphics and sound. Vampire Savior succeeds X-Men vs Street Fighter admirably by once again producing a pixel- perfect rendition of one of their latest arcade classics... in fact, rabid Capcom fanatics are already rating this game as being a better conversion than its 4MB predecessor!

What this basically all boils down to is the fact that Vampire Savior just happens to be one of the greatest arcade conversions in the world ever. The usage of the 4MB cart means that the game retains every single frame of animation from the coin-op, there's virtually zero loading time (about the same amount of time as VF2!), and the game suffers from no slowdown at all. It's yet another stunning achievement.




▲ The best graphics in any fighting game. No question.

The question is, how does Vampire Savior compare to other Capcom offerings? To be honest, the fact that they are fighting games of the 2D variety is just about the only point of reference between Vampire Saviour and, say, Marvel Super Heroes. This new game has a different combo system, a vastly different way of activating super-moves, and the sheer atmosphere of the game is also worlds apart from the type of action we're used to. In fact, Night Warriors (aka Vampire Hunter) is just about the only title you can really compare this with and whilst that game was brilliant, the Saturn's limitations stopped the game from achieving the true power that this memory enhanced sequel offers.



▲ The imagination behind all of the characters is amazing!

But this detracts from the main point of the game. Vampire Savior's demonic characters and superlative anime style of visuals produce a fighting title that's just leagues ahead of the competition in terms of imagination and style. A vast amount of time must have gone into creating these brilliant characters... well, just look at the showcase this issue to




▲ Vampire Hunter's special moves look pretty spectacular!



▲ Victor gets the bolts literally shocked out of him!



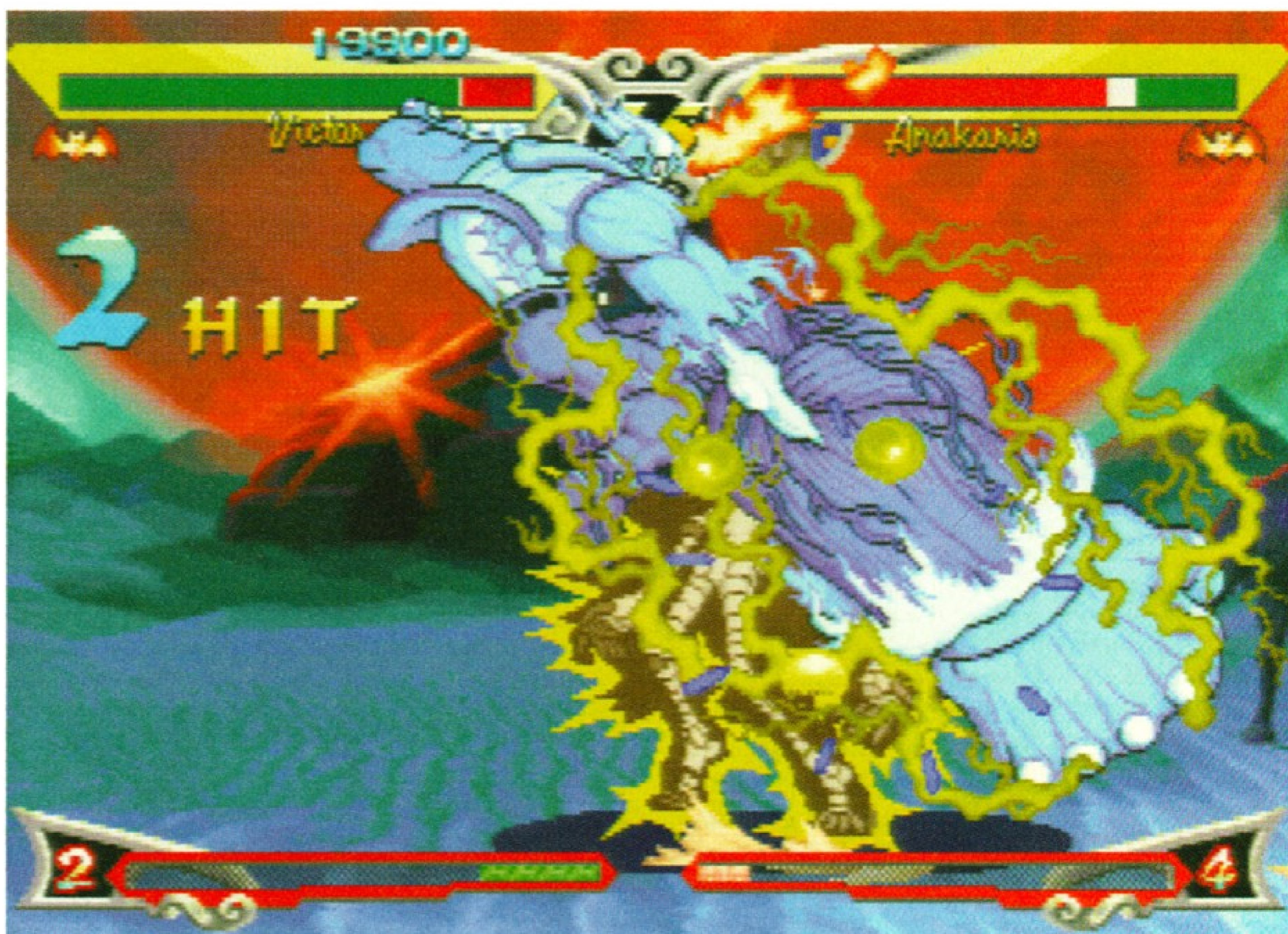
▲ Donovan's special moves in full effect! Outstanding!



▲ Vast conflagrations are commonplace in this game!







▲ The Supers range from 'senses-shattering' to merely 'pulse-pounding'. This attack falls into the former category.

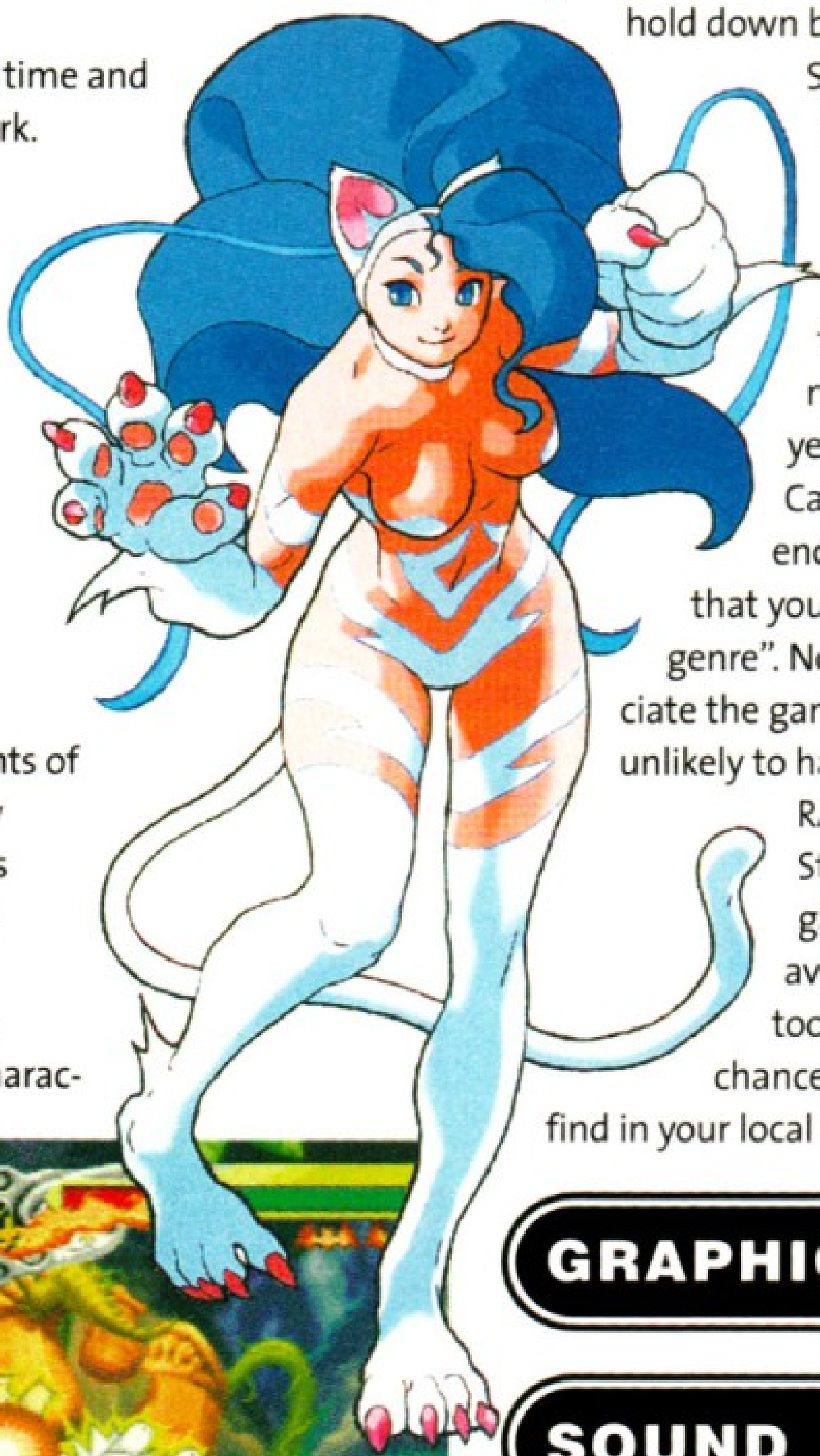




▲ Yes, yes, yes and yes! Vampire Savior is most awesome.

see what we mean about the time and effort put into this meisterwerk.

For Saturn owners, the good news just keeps on piling up. Did you know that Vampire Saviour spawned a pseudo-sequel only available in Japanese arcades? Well, it did. And everything (and more) that was in "Vampire Savior 2" is in the Saturn translation! Amazing huh? Well what this does essentially is to merge elements of Vampire Hunter with the new game. In the most basic terms that means Donovan, Phobos and Pyron are added to the character roster. You can even select "original" versions of characters upgraded in VS, returning them to their VH status.



Well, the good news doesn't end there. Maybe Capcom have cottoned on to the fact that there are US and European gamers buying their products on import in the absence of official deals because there's a hidden English language option in the game! Just complete the game in one credit, go to OPTIONS on the title screen, hold down both shoulder buttons and press START to access the hidden Vampire Saviour EX options!

There's not really that much in terms of criticism that you can level at Vampire Savior. In fact, the only problem the average gamer might have with it is the fact that is yet another 2D fighting game from Capcom. But trust us: it's different enough to warrant purchase, provided that you are indeed the proverbial "fan of the genre". Non-fighting fans are unlikely to appreciate the game. But then again, those people are unlikely to have purchased the necessary 4MB RAM cart (as bundled with X-Men vs Street Fighter) needed to run the game. There is a package with the cart available for those gamers who weren't too keen on X-Men vs SF, but the chances are that this is going to be rare to find in your local import emporium.

A question of "officialdom" should be addressed here. Despite Sega's assurances to us just before Christmas, it's now looking like X-Men vs Street Fighter is going to be delayed heavily before it arrives here officially. Bad move. First of all, it's these 4MB enhanced games that show up the PlayStation versions more than any others. Secondly, by the time they are released (IF they get that far), the import copies will be going cheap. Hmmmm. Sega's original plan was to release X-Men vs SF and buy up the other 4MB reliant games such as Vampire Savior if (when) it proves to be a success. With the first game delayed it wouldn't surprise us if we never see VS appear at all. And that truly is a tragedy.



▲ Yup, it's another sighting of "The Nutter" (right)



▲ The game camera can rotate 360 degrees. Amazing.

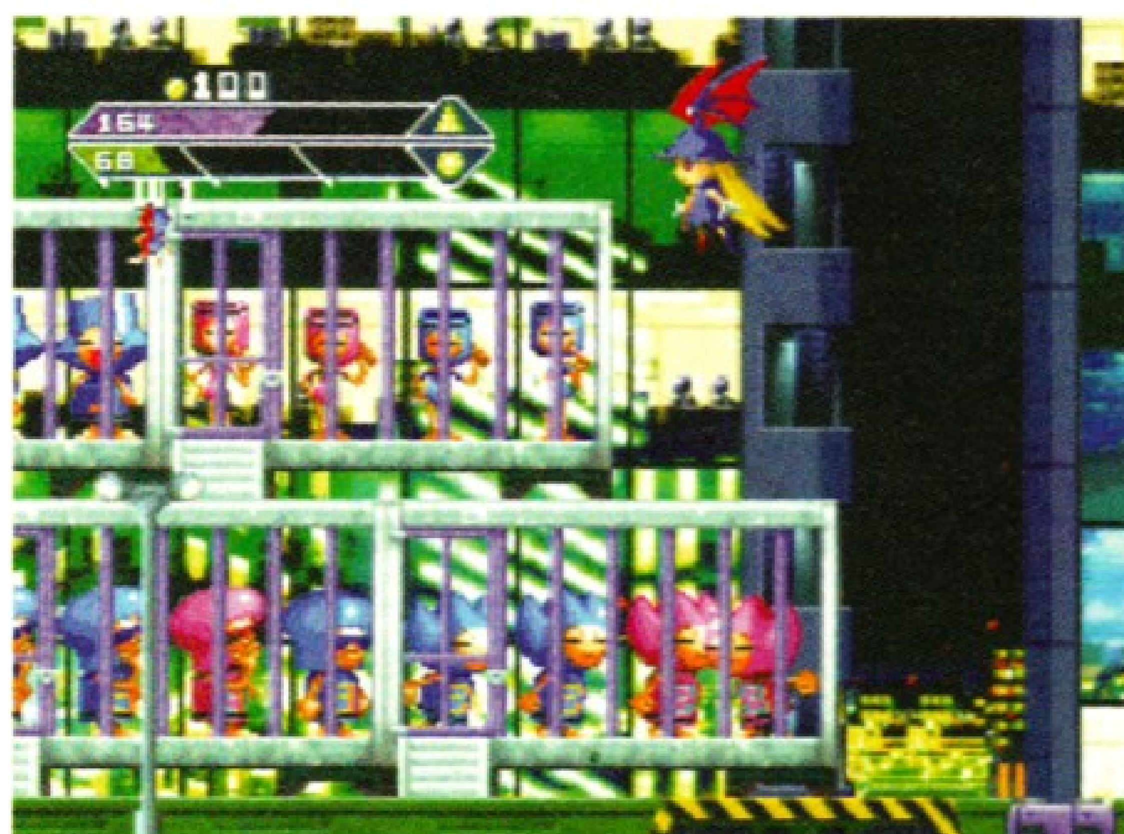
GRAPHICS	95%
SOUND	92%
PLAYABILITY	95%
LASTABILITY	94%

OVERALL

Capcom can do no wrong. One of the most imaginative, playable fighting games you can buy. And the quality of the visuals WILL blow you away!

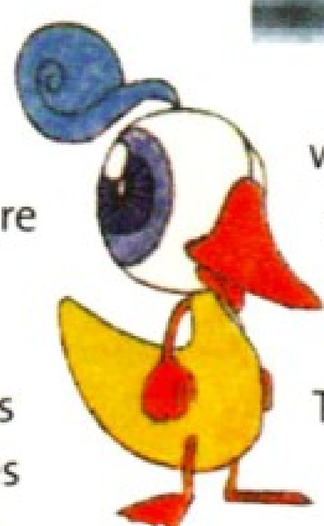
94%

Silhouette Mirage



In the great videogame scheme of things, there are really only two developers who can truly claim to be kings of the 2D realm. Obviously Capcom, but it's Treasure who really shine as supreme platform professionals. With a back catalogue that boasts the likes of Gunstar Heroes, Light Crusader and Dynamite Heady, Treasure ruled the Megadrive in its golden years. Sega stalwarts from the start, Treasure have in fact only produced two Saturn titles, the amazing Guardian Heroes and now the superb side-scroller, Silhouette Mirage.

Fans of Treasure's unique gameplay style will instantly recognise the appeal in the Japanese giants' final Saturn outing, with psychedelic characters inhabiting twisted nightmare worlds and nothing is as it first appears. Silhouette Mirage follows the adventures of Shina, a composite heroine who possess powers of light and darkness. Her perilous mission takes the diminutive heroine through six challenging worlds on a mission to save her planet from the onset of evil. Fortunately, Shina's unique split personality gives her the ability to tackle foes with magical blasts depending on which direction she's facing. This requires players to use some cunning in order to defeat specific enemies and end-of-level guardians, constantly switching powers and directions. Talking of bosses, an area in which Treasure always excels, Silhouette Mirage is packed to the brim with giant flying schoolgirl fish, floating dragon barges and a massive revolver packed with living bullets! Sounds weird? It is... and that's just the first level!







With Silhouette Mirage, Treasure have another quirky title on their hands although it's one that certainly looks out of place in a sea of 3D extravaganzas. If you're a fan of 2D platformers and are looking for something slightly different, Silhouette Mirage is well-worth a look. In fact with Treasure's recent N64 outing, Go! Go! Troublemakers, failing to live up to its potential, Saturn owners have a last chance to sample the wizards of weird at the height of their creative craziness! Go for it!

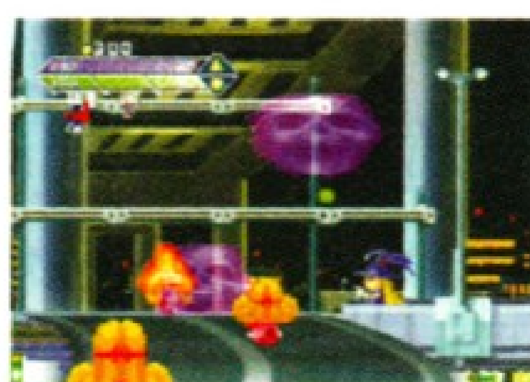


PLAYING IMPORTS: GET SWITCHED!

Take your machine to an importer and get him to add two switches to your machine. The first switch is the country select - US, UK or Japan. Just switch the switch to match the country of origin of the software of your choice. The second switch is better though. This allows you to change the display of your Saturn. US and Japanese Saturns run the screen at a higher rate and gives a full-screen image (as opposed to the letterbox effect seen on most PAL titles) and your UK machine can be used in the same way. The problem here is that you need a SCART TV and one that's compatible with a "60Hz signal". Most modern TVs (definitely all Philips and Sony ones) should be okay. And no, you can't run a 60Hz signal through a SCART video. If you're using a RF unit as opposed to a SCART lead, you can't reap the benefits of this particular switch and to be honest, you're better off getting the converter cartridge.

The other REALLY cool thing about the 60Hz switch is that poor PAL conversions of games (all Capcom titles, Sonic R amongst others) suddenly run a lot faster and with a full screen display!

Some of you out there might be tempted to get a converter cartridge instead. Our advice? Don't bother. How would you play 4MB RAM cart games like Vampire Savior with the slot occupied eh?









▲ The oft-used phrase "weird and wonderful" is... .... perfect for describing Silhouette Mirage!

GRAPHICS	92%
SOUND	87%
PLAYABILITY	95%
LASTABILITY	89%

OVERALL

Treasure at their most bizarre. A classic 2D platformer packed to bursting with over-the-top action and monsters. And it's Saturn only, remember!

90%



Elevator Action Returns

This game is simplistic 2D platforming from another age (well, the early nineties actually), but the fact is that it's one of the most playable examples of the genre you can get for the Saturn. It's brilliantly good fun and well worth the effort in chasing down. It also has a healthy line in comedy violence.

The basic premise of the game hasn't really changed that much since the ancient early eighties Elevator Action. The gameplay's similar to Rolling Thunder in that the visuals are composed of side-on cut-aways of buildings, into which your intrepid agent steps. Progression between the different levels is achieved by using of the eponymous elevators, and power-ups are collected by ducking into rooms, cupboards and the like.



Three different characters are available for selection, each with different attributes (judged in terms of speed, strength and weapons power). A special shout must "go out" to the brilliant invention that is Jad the Taff - the strongest character in the game. Just where did Taito get this name from? Can you really buy Desert Eagle pistols and sensor bombs (Jad's weaponry) in Wales? I think we should be told.

By today's standards, the graphics might be pretty simplistic, but the fact is that watching Elevator Action just looks excessively cool. All the Saturn's special effects (sprite scaling and rotation) are put to use, and there's a great effect when you walk into a building. The exterior becomes translucent, vanishing until the familiar interior graphics remain. Excellent.

There's a vast violence content too (and an amusing VIOLENCE ON/OFF mode in the options menu!) including running bodies on offer and comedy canine abuse as well! Satisfying kills are rewarded with blood splats on the wall as well.

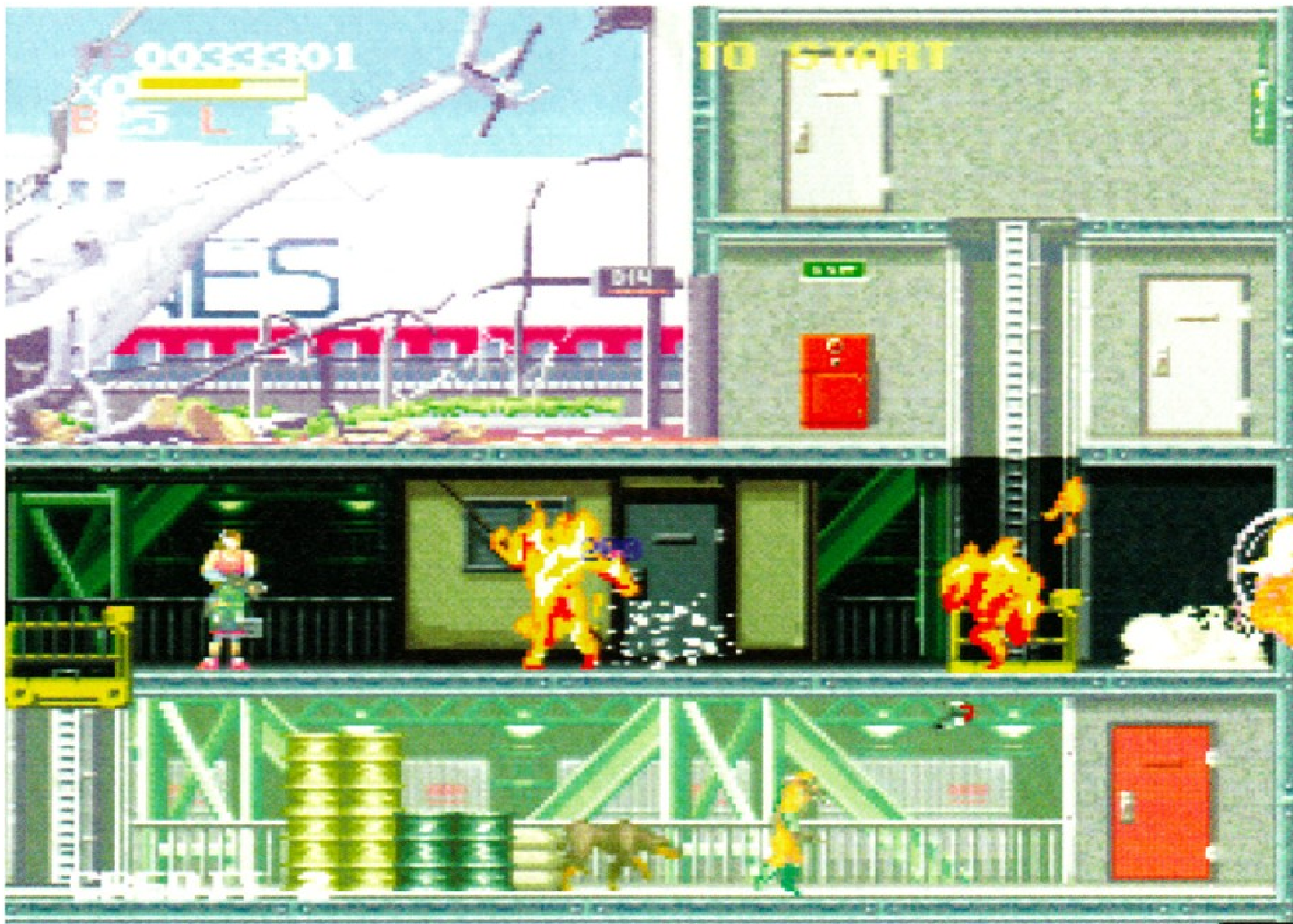


▲ The attention to detail really is amazing. Look!

This is a cultish videogame and not likely to appeal to the masses, but in terms of sheer, mindless fun this occupies a unique space of its own in Saturndom. Highly recommended.



▲ It's another example of why the Saturn is the undisputed master of 2D gaming. Elevator Action is FUN.



▲ Any game that allows you to set men on fire as they run about in agony has to be worth checking out, yes?

B-BUT... WHERE?

So who are these "import" fellas who'll set you up with these wonderful games? Try out these dudes (and dudettes). Oh by the way, if YOU'RE an importer with a vast range of Saturn imports and we HAVEN'T listed you below, contact us via email (virtua.writer@ecm.emap.com) and let us know! We'll add you to the list. These guys should also be able to help you out with a 50/60Hz switch and a US/ Euro/ Japan country switch - converter carts are no use for games like Vampire Savior!

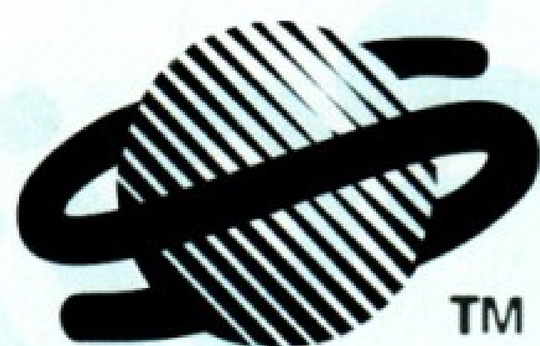
Videogames Centre (Bournemouth): 01202 527314
New Generation Consoles (Leeds): 0113 230 6007
Project K (Essex): 0181 508 1328
Beyond Therapy (London): 0171 434 0755
Game Raiders (London): 0171 434 2220
CA Games (Glasgow): 0141 334 3901
Computer Exchange (London): 0171 636 2666
Raven Games (London): 0181 663 6822
Fantasy World (Stoke on Trent): 01782 279294
Loaded Consoles (Tonbridge): 01622 871544
Oakland Consoles (Stoke on Trent): 01782 857624

GRAPHICS	82%
SOUND	82%
PLAYABILITY	91%
LASTABILITY	85%

OVERALL

A sweepingly playable platformer that's well worth tracking down. It's just a really, really cool game and the best fun you'll have for ages!

87%



SEGA SATURN™ tips

How can two little pages bring so much pain? The codes don't work, they don't exist, they've been changed from the Japanese version, we can't find a copy of the game, blah blah, moan, complain, whinge and so-on. Send your tips and queries to: I feel sorry for the Sega Saturn Magazine Tips Department what with the number of Saturn games coming out these days and I want to help them fill the section, 37-39 Millharbour, Isle of Dogs, London E14 9TZ

LAST BRONX

Bored with Last Bronx yet? Jesus, I am. I've actually had Last Bronx coming out of my ears. Metaphorically. Anyway, you can forget what we said about accessing Redeye last month, as we've now got a confirmed sighting of him in action in the PAL game. About time too.

REDEYE UPDATE

Complete the game on Saturn mode with default settings, and with every character, to get all of the fighters' end movies. Then **press Up** at the character select screen to scroll him into view. Here is visual confirmation, in the form of pictures of the man - in action!

And what use is a secret character if you don't know how to handle him? As well as sharing all of Yoko's basic PK moves (printed back in issue 24), Redeye also has a few tricks of his own:









▲ We can't actually see his eyes. Apparently one's red.

BASIC ATTACKS	
Sliding kick	⬂⬂K
Heel Cutter	⇦⇨⇨K
Double High Kick	K+G K
Jump Spin Kick	⇦⇨K+G
Jump Hi Kick	⇨⇨K+G
Low Shot	⇩P+K
Screw Attacker	⇨⇨P+K

THROWS	
Reverse Throw	⇦⇨P+K
Neck Throw	⇦⬃⇩⬂⇨P
Stragle Throw	⇨⬂⇩⬃⇦P+K
Holding Arm Throw	⇩P+G

DOWN ATTACKS	
Circular Swing	⬂P
Para Troopers Attack	⇧P

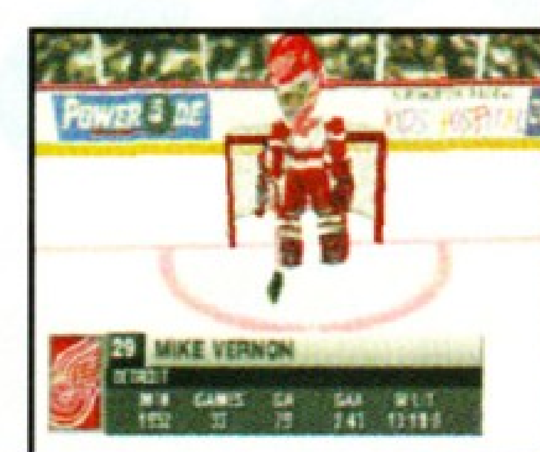
NHL '98

EA's latest hockey game isn't totally useless - it allows us to fill this little part of the Tips page. Cheers EA! I knew there was a reason why you released games on the Saturn. Enter these codes at the Password screen and prepare to have fun, albeit in rather small quantities:

STANLEY - View the end movie
NHLKIDS - Players and goalies are very small
PLAYTIME - Players are kids with normal heads, and the goalies have huge heads
BIGBIG - All the players are huge
BRAINY - Players have big heads
MASKDMAN - Wear team's third strip, if they have one







QUAKE

Look, I'm having difficulties here. I should've finished the Tips page about two weeks ago, and I'll probably get sacked if it's not done by lunchtime. I've got this HUGE list of Quake tips, but there's no copy of the game in the office to check 'em with, and they look a bit dodgy to me. So... here's a couple 'tasters' that definitely do work (a few readers sent 'em in), and we'll get the rest checked and printed next month, okay?

ZERO GRAVITY

Pause the game, highlight **Lookspring** then enter **Top Right, Top Left, X, Y, Z, Top Right, Top Left, X, Y, Z**. Fly about to your heart's content!





▲ I used to love Quake. Now I hate Quake. Funny that.

USE MONSTERS' WEAPONS!

Pause the game, highlight **Autotarget** then enter **Top Right, Top Left, X, Y, Z, Top Right, Top Left, X, Y, Z**. The normal weapon bullets are replaced with whatever projectiles the monsters fire. By the way, this only works on levels which actually contain some monsters.



▲ Hey, we will almost definitely have the rest of the Quake codes next month. Well, you know how it is.

WINTER HEAT

The whereabouts of Jeff Jansens in the PAL game still remains a mystery, but there's another hidden character in the UK version - the ring-bloke from the bobsleigh!

EXTRA CHARACTER

You need to have registered a total score over 10,000 first, then while the event is loading (on the black and white event screen), press one of the following sequences to replace your character with the spherically-sliced athlete:







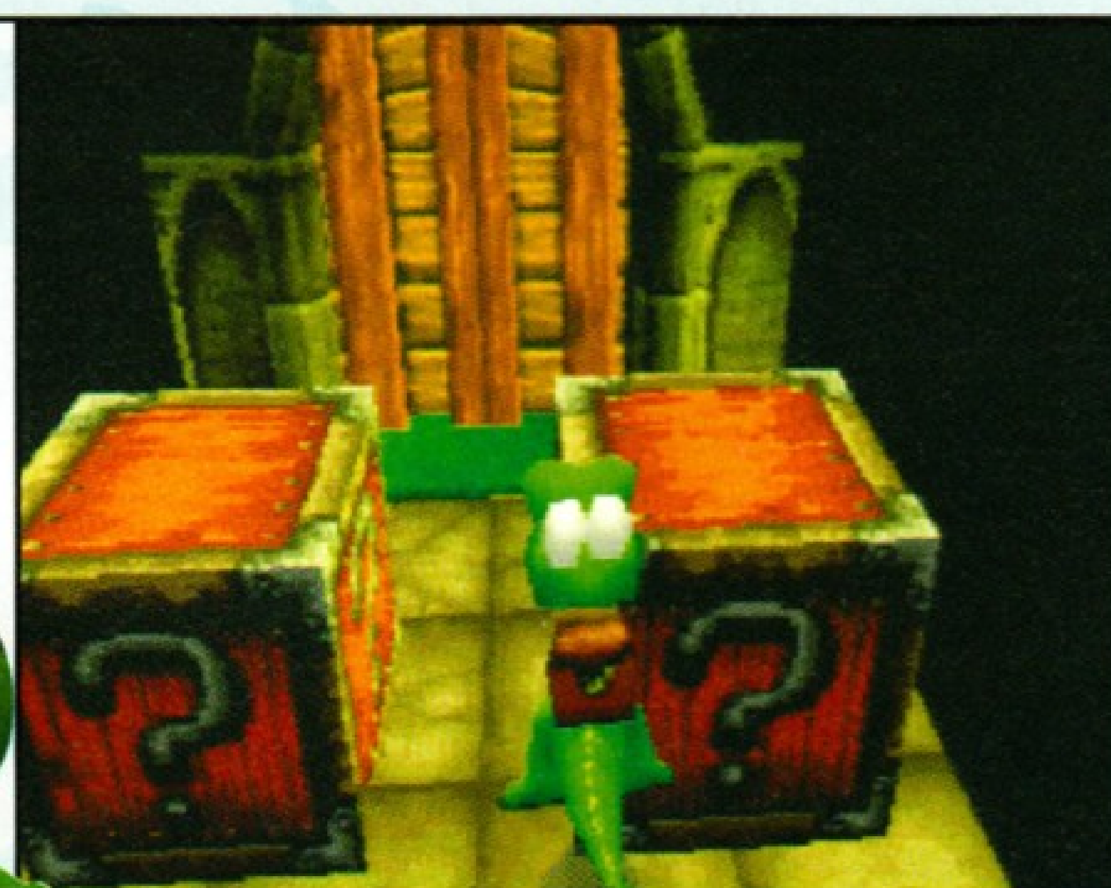
Up, Up, B, Down, Down, B - Yellow
Up, Up, Up, B, Down, Down, Down, B - Grey
Up, Up, Up, Up, B, Down, Down, Down, Down, B - Pink

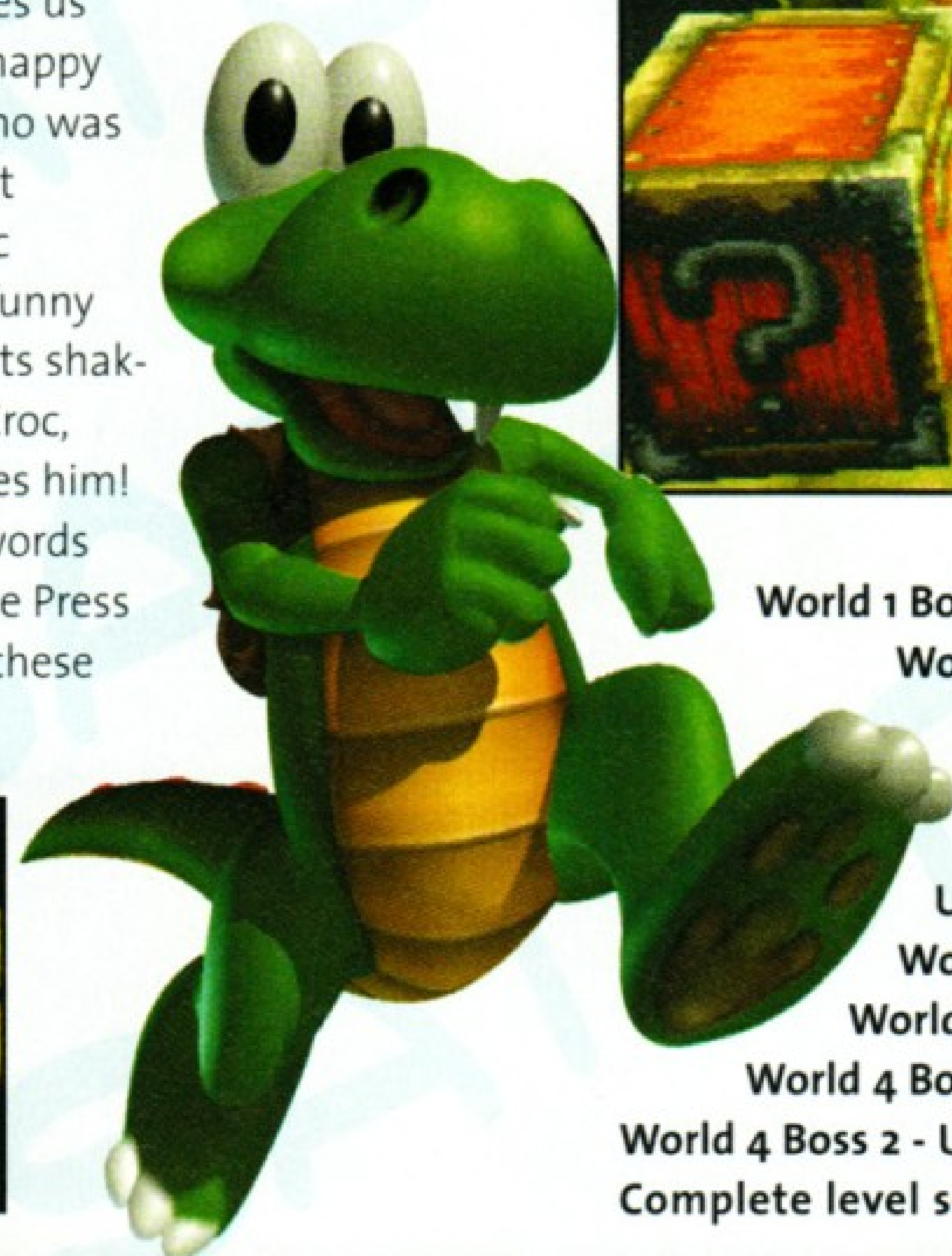




CROC

The guide may have finished last month, but our continuing Croc-fixation stops us from having a Croc-free issue. He makes us smile when we see his happy face. Especially Matt, who was the lucky fellow who put together the recent Croc guide. Matt still gets a funny look in his eyes and starts shaking when we mention Croc, that's how much he loves him! Here are the level passwords (hold down **X+Y+Z** at the Press Start screen, and input these codes with the D-pad).





World 1 Boss 1 - UURRUDULRDRULDU
World 1 Boss 2 - UDRRULULLDLDLDU
World 2 Boss 1 - UUURULULLDRDLDU
World 2 Boss 2 - UURRUDULUDLULDU
World 3 Boss 1 - UDURUDULUDRULDU
World 3 Boss 2 - UUURULULDDLDLDU
World 4 Boss 1 - UURRUDULLDUULDU
World 4 Boss 2 - UUURUDULRDDDLDU
Complete level select - LLLLDRRLLDRDLUR







Q&A

Stuck? Confused? Lonely? Bored stupid? Hey, why not tell us about it - we can help! Especially if you just want us to reprint some old tips we've done before, like James did. Cheers James! Really easy questions are always welcome too!

NUKEM GOODHEW

I'm stuck on Duke Nukem. The area in the first act with the submarine just doesn't seem to have an exit, and when I go in the water I just float there and eventually drown.
Chloe Deacon, Warminster

Ah-ha, the old swimming-in-Duke Nukem problem. Hold down the B button, and use the two Top Shift buttons to swim the Duke up and down. A terrible oversight in the instruction manual writing process there. This technique is also used to manoeuvre the jet-pack.

WHERE WERE YOU IN 1996?

I've only just bought a Saturn and want to get some tips for my games. Specifically Sega Rally, as this game is incredible and still better than anything on the PlayStation.
James Ellis,

You wouldn't believe the number of letters we get like James' asking for tips for old games. You really should keep and treasure your old SSM back issues, you know. Anyway, here's the Sega Rally stuff:

LAKESIDE COURSE

The proper way: Finish a Championship race in first place
The cheating way: **Press X and Y** together on the mode select screen.

LANCIA STRATOS

The proper way: Finish the Lakeside course in first place over a Championship race.
The cheating way: **Press X, Y, Z, Y, X** on the mode select screen (move the cursor further left or right on the car select screen).

HYPER CARS

Hold X and press C to pick your car on the car select screen. There's a separate record screen for these new super-cars.

MIRROR MODE

In arcade mode, go to the Select Game screen, **hold Y and press C** to pick Championship or practise. Press the same buttons at the Course Select screen to play Time Attack in mirror mode.

ZOOM CAMERA

While watching the replays, **hold Z and Down**, then press **Left or Right** to zoom in or out.

RACE AM3!

The best cheat, ever. Pick any course and car, then on the Free Run and 3 Laps screen press **X + Z + C** to start the race. The AM3 team's best lap is reproduced for you to beat!

The House of the Dead

As you'd expect from a game which has emerged from the secretive labs of AM1, there's far more to House of the Dead than meets the eye. A hod-load of hidden routes and power-ups have found their way into the game - and as you've come to expect from SEGA SATURN MAGAZINE, we can now reveal all!

SECRET CODES!

INSTANT RELOAD

When playing House of the Dead in Arcade and Saturn modes, pause the game, hold the **L & R** buttons and quickly press **Y, Y, Y.** Now, whenever your gun is empty, it'll instantly reload.

EXTRA CHARACTERS

Select Saturn mode and hold down the L & R buttons. Now quickly press **Up, Down, X, Y, Z.** This gives players access to two new characters in the sultry shape of Sophie Richards and a female scientist.



▲ The Researcher has the most powerful shots in the game.

HIGH SCORES

Those clever chaps at AM1 have lavished HotD with three different endings. However, the only way to view the true ending is to attain the coveted first position in the ranking. To help you out, here are the all-important point values:

Each rescued scientist:	**+400**
Each scientist killed by a monster:	**-100**
Each scientist killed by you:	**-200**
Each monster killed:	**+80**
Each time you shoot a monster's head:	**+120**
Each time you are hit by a monster:	**-100**
Each time you collect a medal:	**+200**
Each time you collect a golden frog:	**+1000**
Stage 1 Boss:	**+1500**
Stage 2 Boss:	**+1500**
Stage 3 Boss:	**+1500**
Stage 4 Boss:	**+2500**




▲ Pick up as many gold point icons as possible.

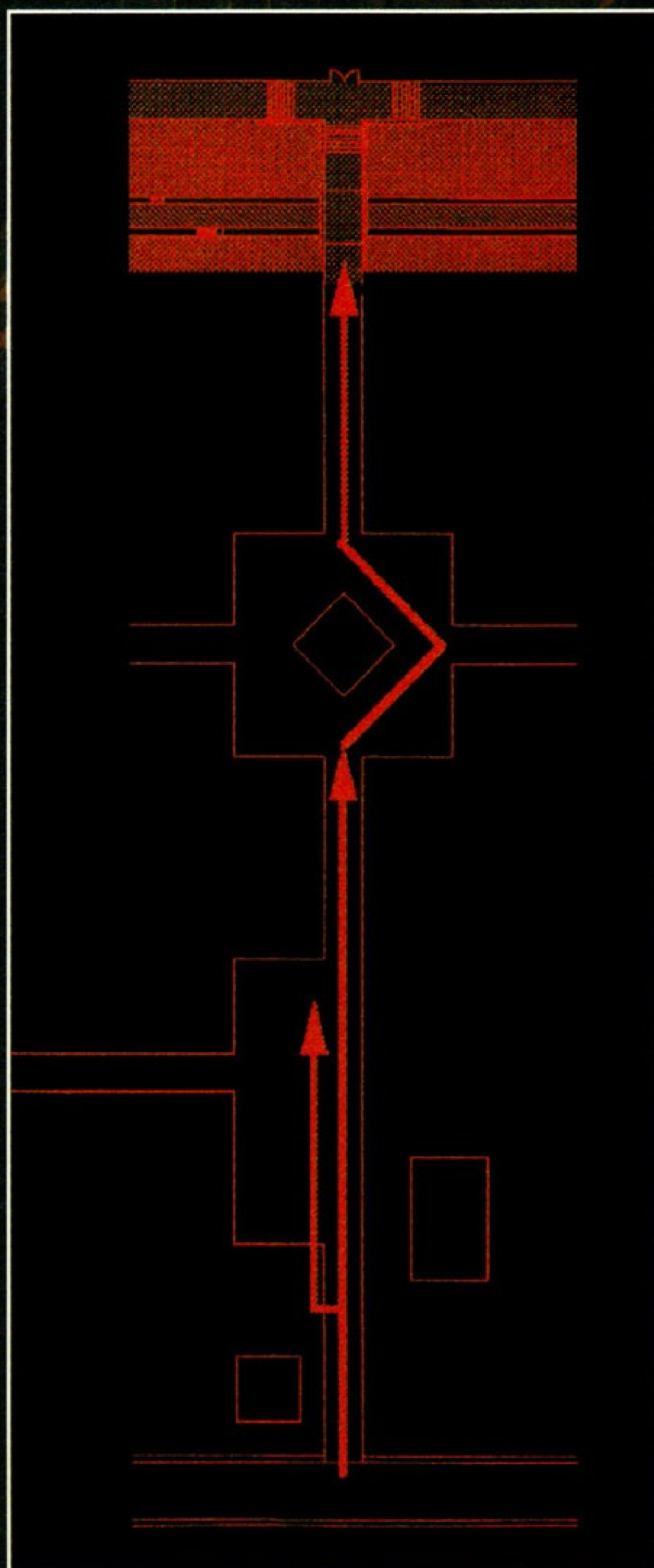


▲ Want to know how to get red blood? Wait 'til next issue!



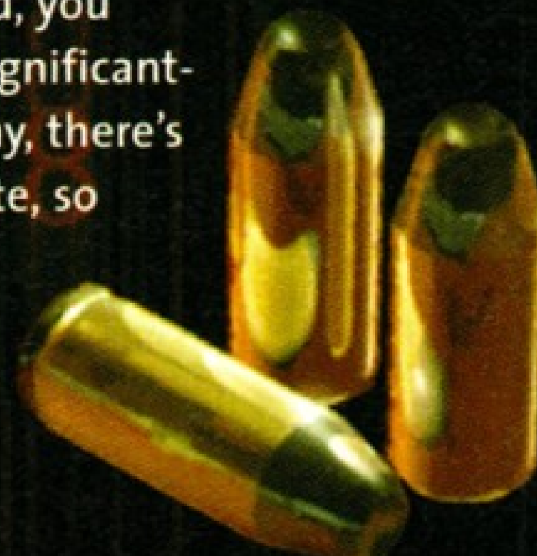


MANOR GROUNDS



JUNCTION 1

On entering the opening courtyard, there are two scientists fleeing from the marauding zombies. Save the scientists from the undead and you are able to proceed more swiftly towards the fountain. However, if the two scientists are killed, you progress is hampered by significantly more zombies. Either way, there's no real change in your route, so this junction isn't that important. But players who save the scientists are rewarded with more life bonus.







JUNCTION 2

Approaching the bridge in front of the manor house, there's a zombie carrying a scientist. Kill the zombie before the scientist is thrown over the side of the bridge. The scientist rewards you with a LIFE UP and you proceed to the main entrance of the manor house. If the scientist is killed, the alternative route takes you via the WaterWay - the only way to get to the Water Wheel Room (leads to J7).

AM1 COMMENT

"If you head to the waterway, shoot the red barrel on the opposite side of the river (next to the zombie) to reveal a LIFE!"

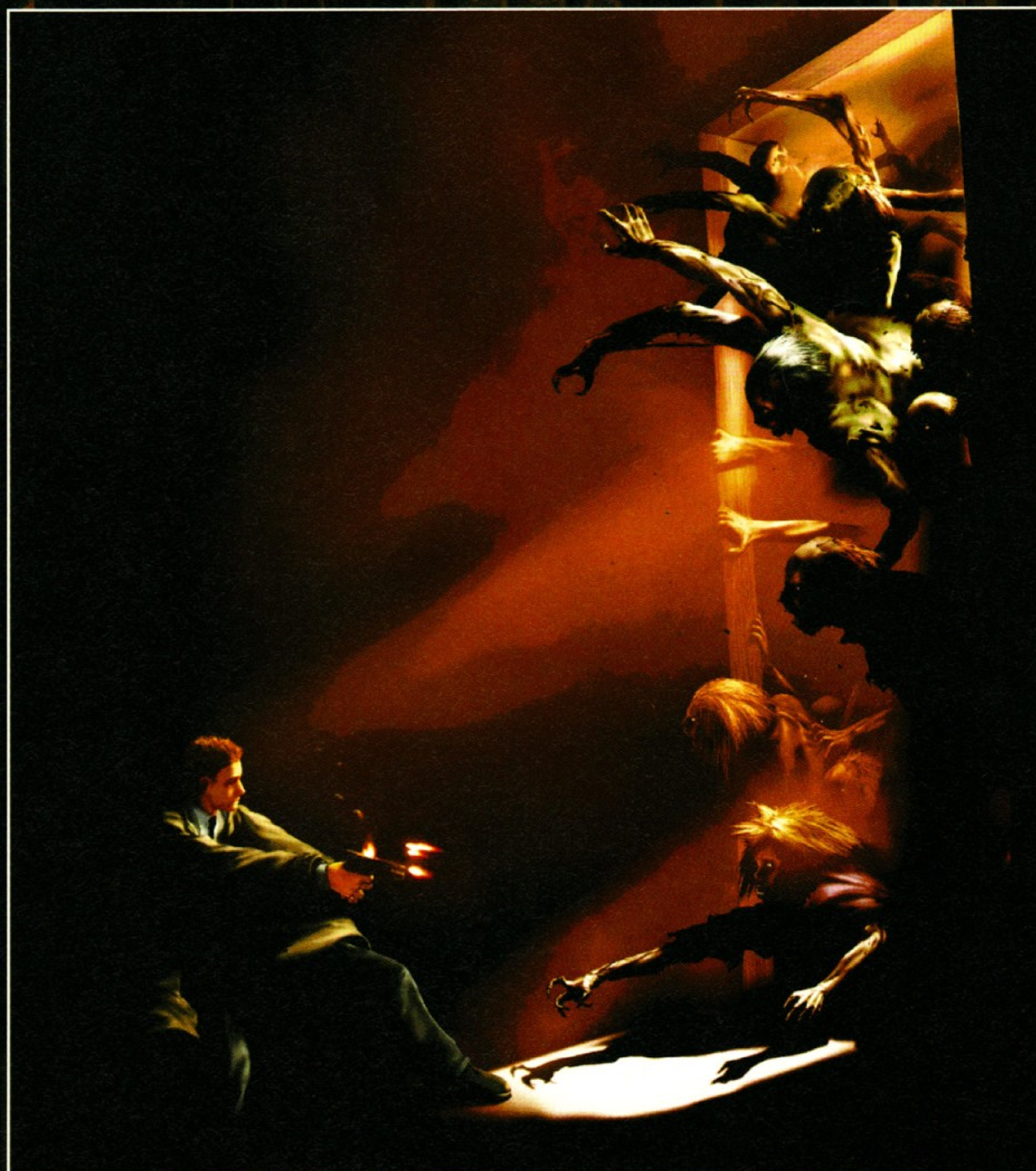


▲ The Instant Reload cheat makes HotD a doddle.





▲ Go for head shots every time and get that high score.



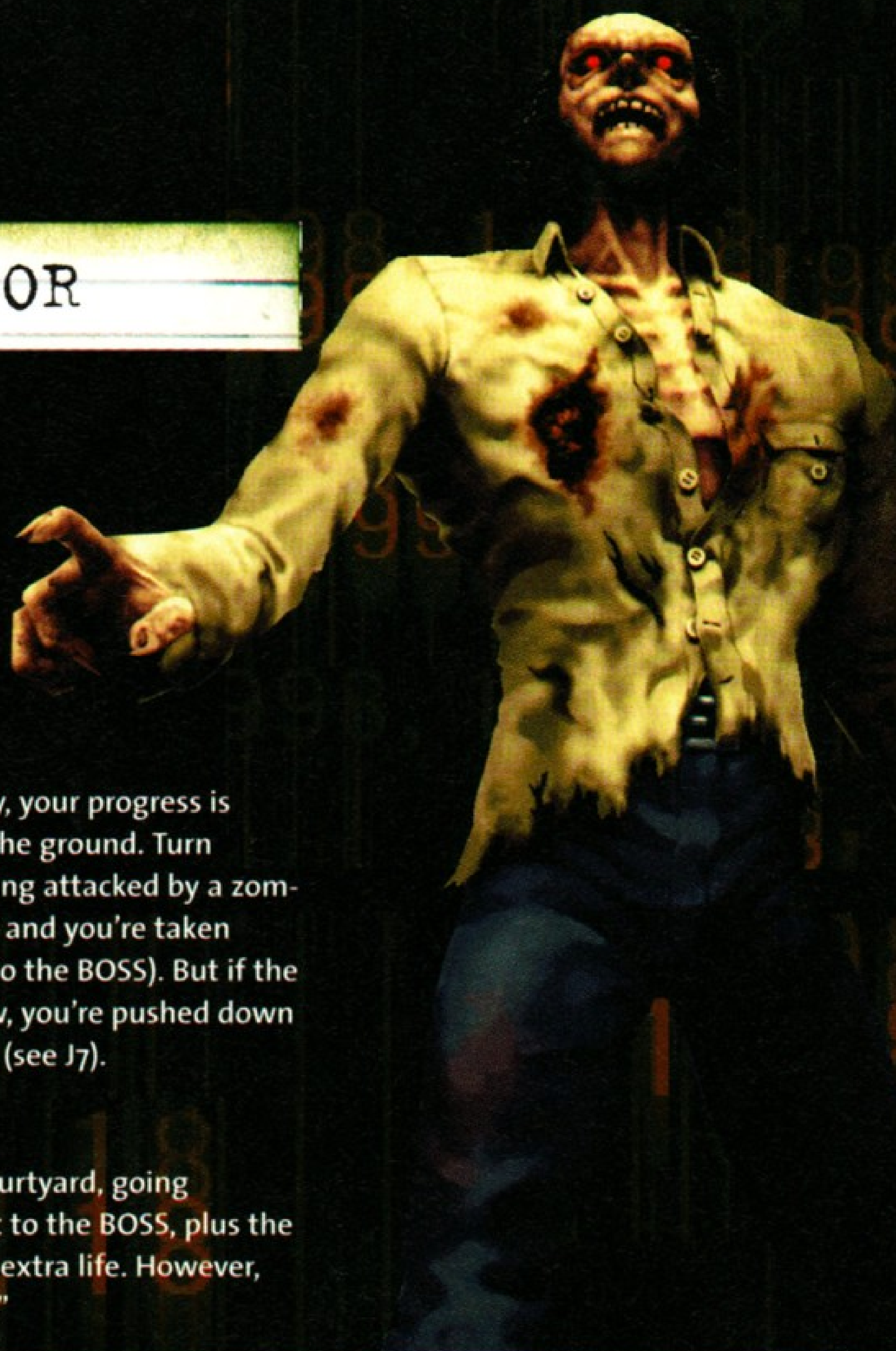


MANOR HOUSE - GROUND FLOOR

JUNCTION 3

In the Entrance Hall of the manor house, you are attacked by two monkey zombies. Shoot the right monkey first before following the other up the stairs to the first floor (leads to J6). Alternatively, shoot the right monkey zombie and proceed straight ahead through the double doors smashed open by a zombie (leads to J4).







JUNCTION 4

Heading down the Main Hallway, your progress is thwarted by a huge opening in the ground. Turn around and you find yourself being attacked by a zombie. Kill the zombie immediately and you're taken directly to the Cell Room (leads to the BOSS). But if the zombie manages to strike a blow, you're pushed down the hole into the basement area (see J7).

AM1 COMMENT

"If you aren't pushed into the courtyard, going upstairs is the easiest way to get to the BOSS, plus the next scientist you save yields an extra life. However, the other route is more exciting."





CELL ROOM

Which ever way you enter the Cell Room, shoot the switch on the wall freeing the scientists. Now quickly shoot the zombie inside to free a scientists who rewards you with a LIFE.

JUNCTION 5

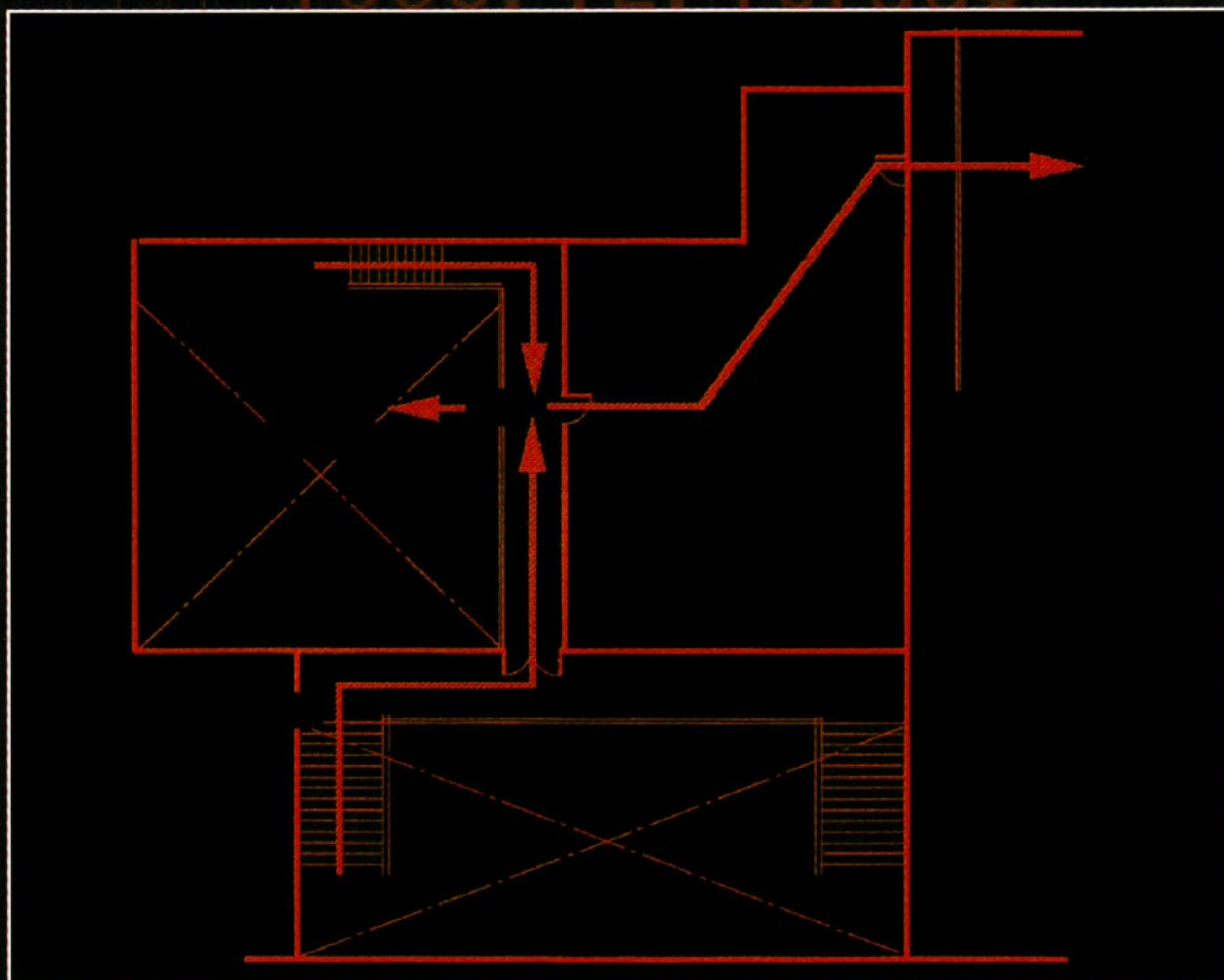
In the Inner Courtyard, the stairs leading up to the first floor are blocked by a heap of rubble. Shoot the rubble and you are able to proceed up the stairs (leads to J6). Alternatively, leave the rubble and walk around the courtyard (leading to the BOSS). Going up the stairs is the simpler of the two routes, as the path leading around the Inner Courtyard is pretty hazardous.







MANOR HOUSE – FIRST FLOOR



JUNCTION 6
As you proceed towards the Billiard Room, the door is suddenly opened by an attacking zombie. If it manages to hit you, you fall over the railing and into the Inner Courtyard (leads towards the BOSS). If you kill the zombie, proceed into the Billiard Room (also leads to the BOSS).

AM1 COMMENT
"This is you only way to the Billiard Room so unless you want to suffer damage from falling, kill that zombie. However, going via the Inner Courtyard is more challenging and offers a chance at a higher score."

BILLIARD ROOM
After the first zombie emerges from behind the billiard table, be careful not to shoot the following scientist!



MANOR HOUSE – BASEMENT

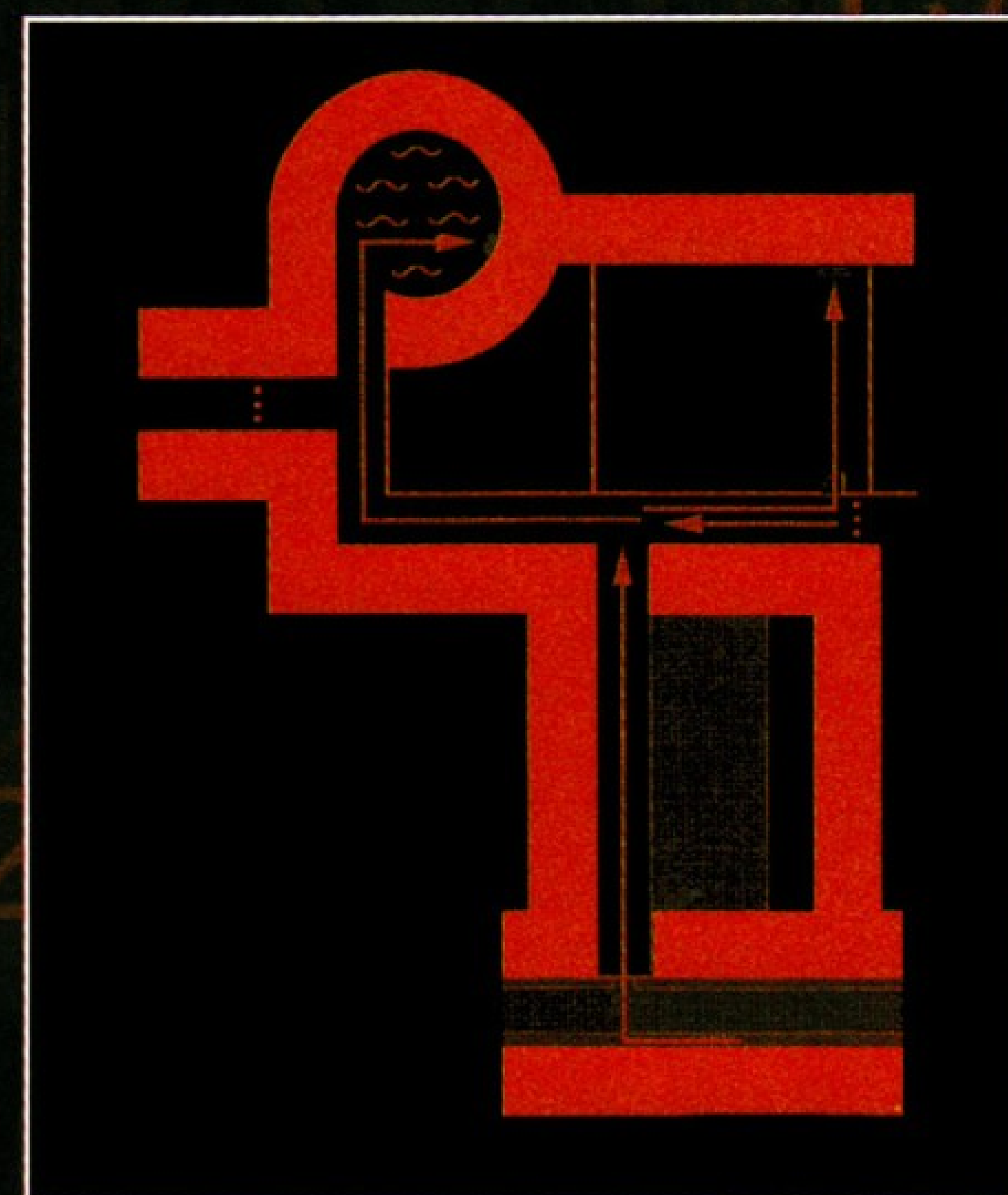
JUNCTION 7
When you reach the T-junction, you'll notice a scientist being attacked. Rescue the scientist and he points you in the direction of the Water Wheel Room (leads on to the Cell Room). If he's killed on the other hand, you are taken to the Circular Shaft (leads to J5).

NOTE: This junction is only for those who have come from the WaterWay. If you have fallen through the hole, you're too late to rescue the scientist and are automatically taken to the Circular Shaft.









FIRST BOSS - CHARIOT
LOCATION: As you're about to rescue Sophie, Chariot drops down through a skylight in one of the larger rooms of the Manor House. Although you might expect the first boss to be easy to beat, Chariot's small weak spot makes this first end-of-level guardian a bit of a pain. Aim those shots carefully!

WEAK POINT: There's a chink in Chariot's indestructible armour just above his right breast. You'll know when he's been hit here as a sickly yellow fluid oozes out. Shooting anywhere else has no effect whatsoever.



ATTACK: As Chariot lumbers forward to slash you with his huge battle axe, shooting his weak spot slows him down considerably. The basic idea is to keep firing at his weak spot until all his armour drops off, revealing his naked flesh beneath. Now begin to shoot his flesh off, beginning with his legs to prevent him from lurching towards you. Then start on his arms, but don't waste time shooting exposed bone. Before too long, he should keel over and then it's onto the next level!

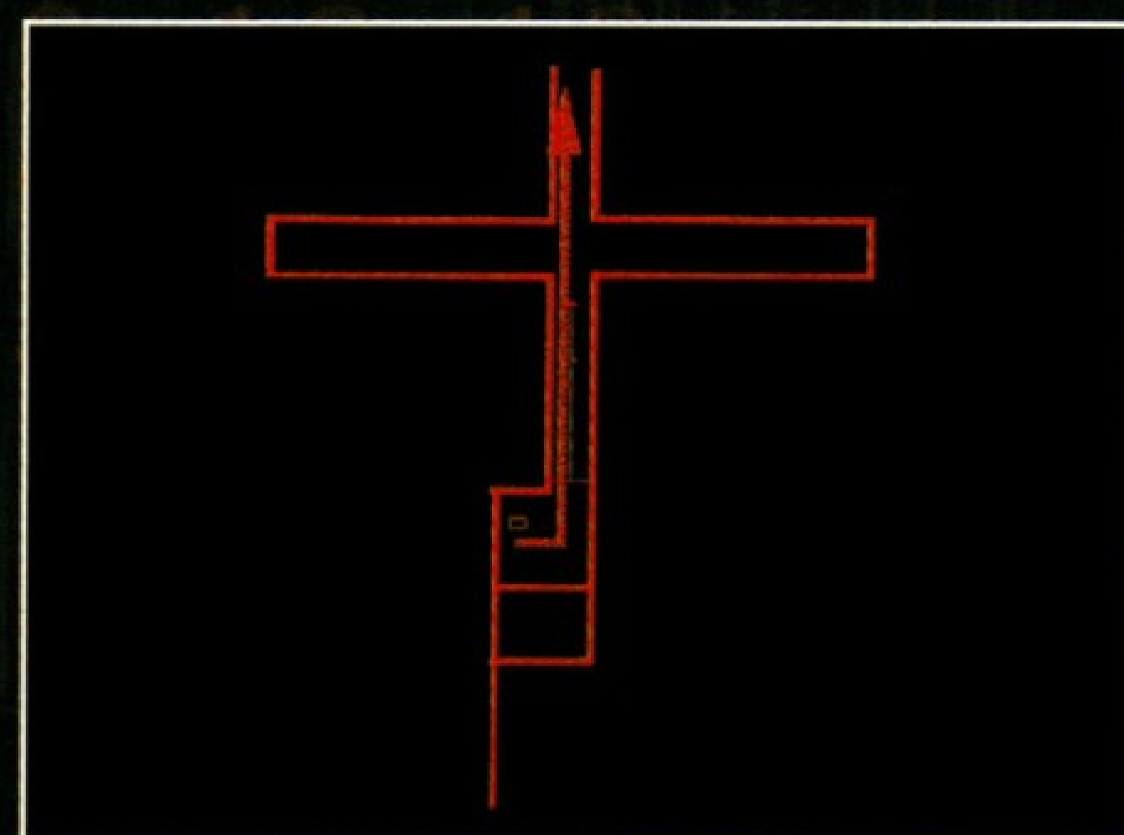


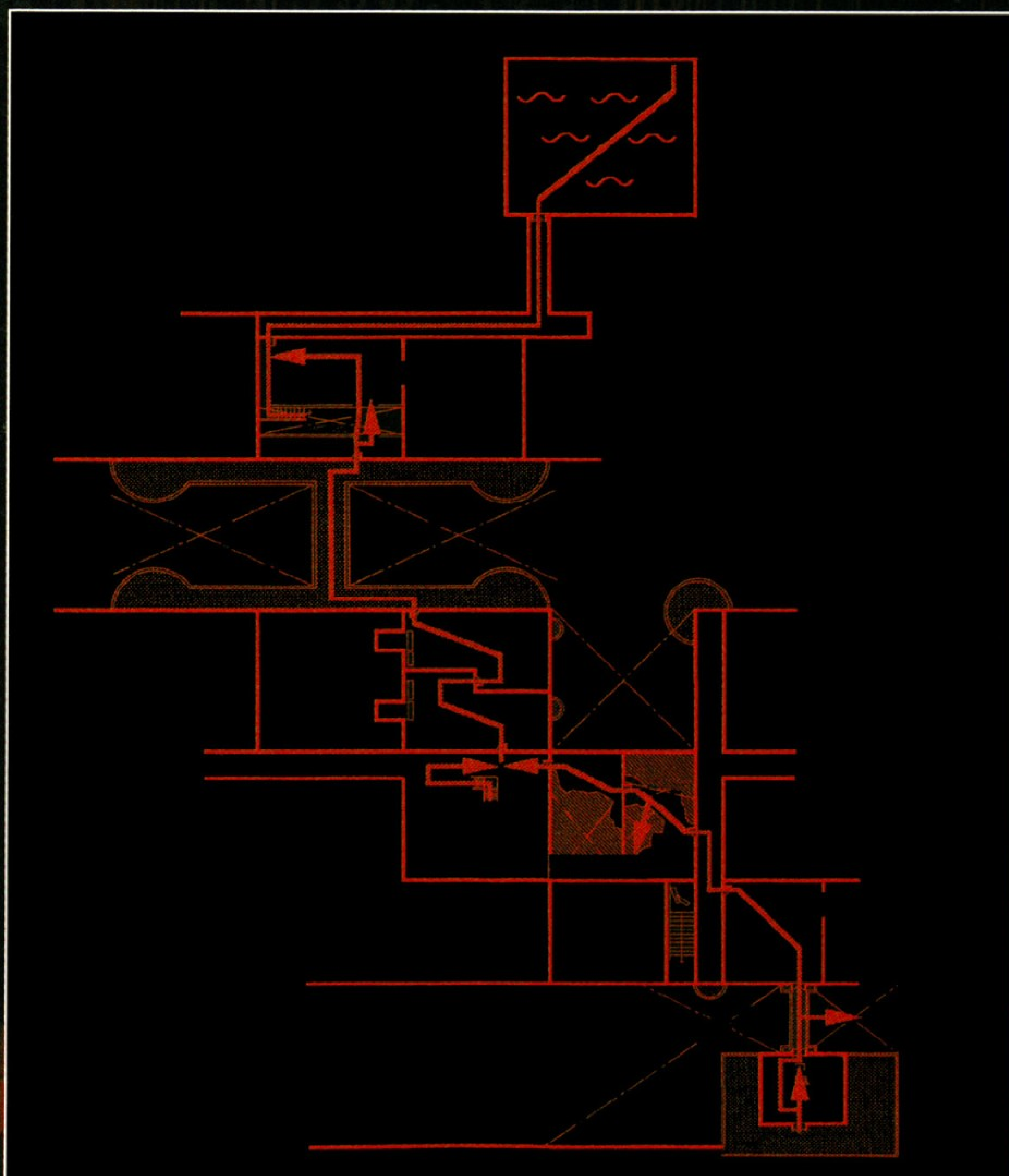
MANOR HOUSE - SECOND FLOOR

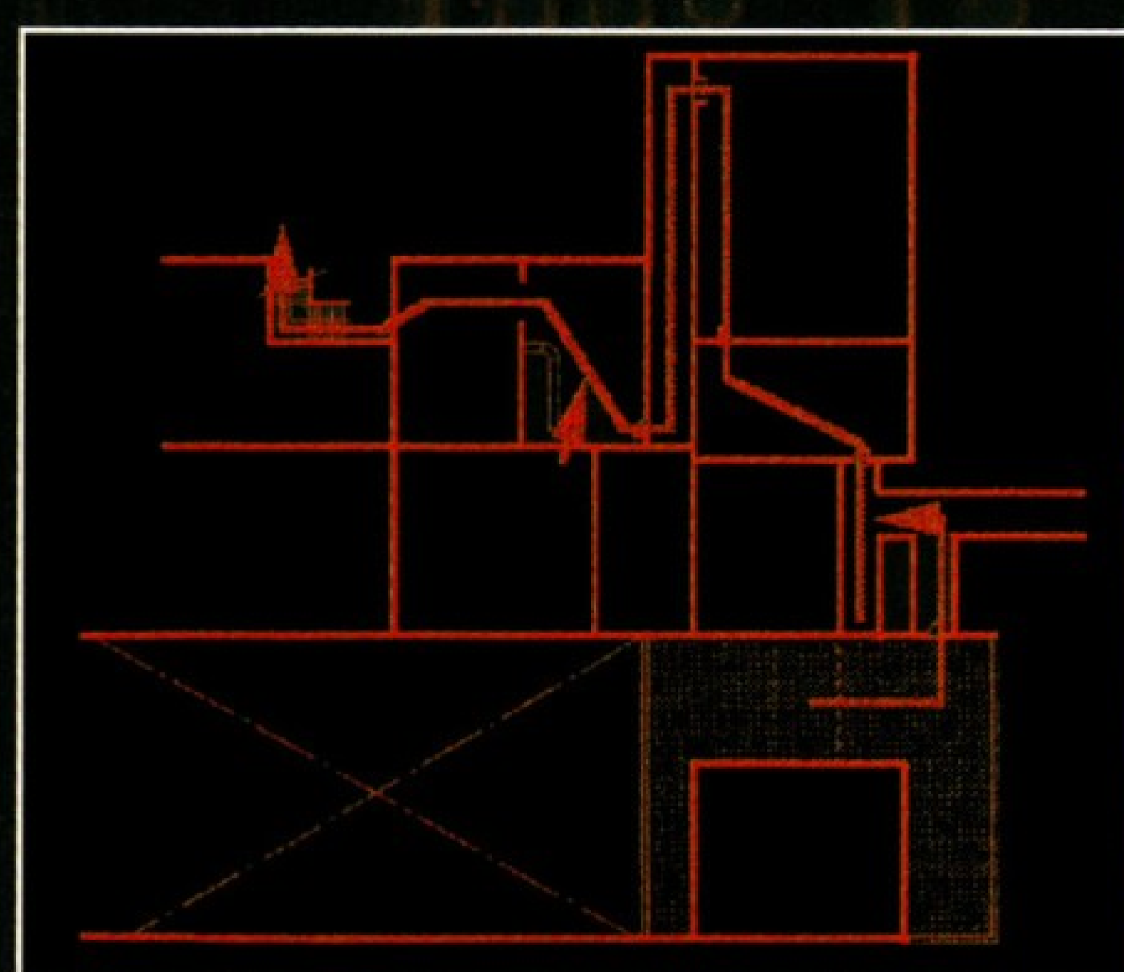
JUNCTION 8
Shoot the trap door and go down the chute to the ground floor. Ignore the trap door and you're taken through the door (leads to J9).

JUNCTION 9
Shoot the panel to go to the first floor or ignore it and you go to the Art Room. The former is the harder route and is a great deal more interesting too.

JUNCTION 10
Enter the room and the floor begins to disintegrate around you. Get hit by a zombie and you fall into the Bar below. But if you manage to kill the zombie, you're whisked off to the Hall (where the different routes eventually meet). It's preferable not to get hit by the zombie, as not only do you lose a life, but that route is quite dull. If you want to explore down stairs, try J8 or J9 instead.







THE BEDROOMS
On entering the bedrooms, look out for the bookshelves. Shoot the first one open to reveal a terrified scientist who rewards you with a LIFE. The shelves in the second room (next to the aquarium) harbour a zombie!

JUNCTION 11
The laboratory is divided in two by a lower room area. Shoot the control panel and a platform rises enabling you to walk across. Ignore it and you jump down into the lower room area and come back up the steps.





AM1 COMMENT
There's no basic change in your route, but going straight across walkway does give the opportunity to battle something unusual! Going down gives you more shooting potential and a chance to raise your score, but is harder."

BOSS 2: HANGEDMAN
LOCATION: The Hangedman appears hovering in the air above the courtyard.

WEAK POINT: To compensate for his incredible speed, Hangedman's entire head and body are vulnerable to attack.

ATTACK: The Hangedman is surrounded by an army of zombie bats (26 in total), known as the "devilons". The devilons fly around Hangedman until ordered to swoop down and attack, usually in groups of up to three. At first it's difficult to see which are attacking until they're fairly close. However, they only attack once whether they are killed or not. Once Hangedman sustains half damage, all the remaining devilons drop from the sky and he attacks alone. At first Hangedman flies left to right, occasionally swooping down to strike with his claws. Once his health has depleted to around a quarter, he retreats for a while, enabling you to proceed along the roof. Without warning he reappears, swooping down to knock you off the walkway. Hanging onto the roof with one hand, the battle continues. This time Hangedman prefers to soar up high in the sky and dive towards you. The trick is to continue shooting even when he's far away, ensuring he dies as quickly as possible.



SECURITY ZONE

JUNCTION 12

There are two elevators in the final room in this particular area. Shoot the left control panel to ride in the left elevator (ROUTE 1). Or shoot the right control panel to ride in the right elevator (ROUTE 2).

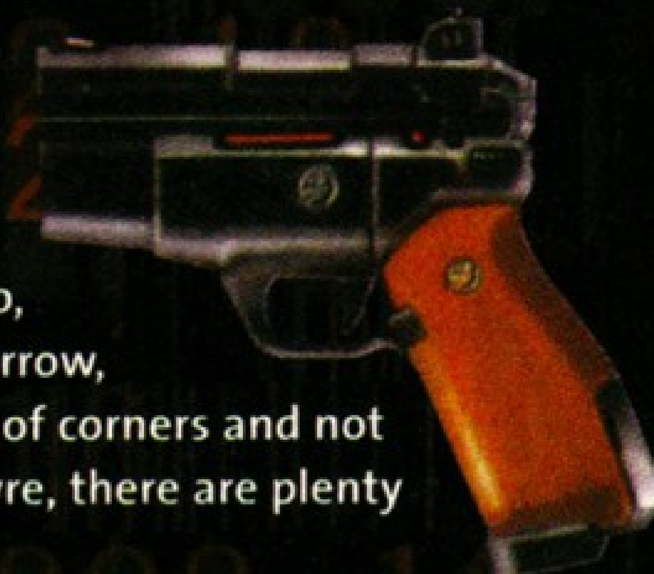
AM1 COMMENT

"Zombies appear from both elevators before you get in, but if you ride in the left elevator then you are attacked twice on the way down while the right elevator is safe."



ROUTE 1

This route leads through a large factory section, with zombies falling from above and attacking with chains. This is the easier of the two routes as it's comparatively easy to see where the attacks are coming from.



ROUTE 2

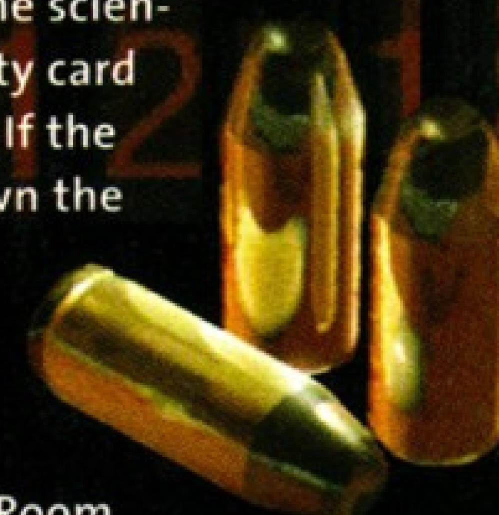
The second route is by far the harder of the two, taking you through a narrow, twisting duct. With lots of corners and not much space to manoeuvre, there are plenty of surprises in store.

FACTORY ZONE



JUNCTION 13

Advancing down the corridor, a scientist is being attacked by a zombie. Save the scientist and he gives you a security card to proceed through the door. If the scientist is killed, he falls down the chute and into the Duct Room. You then follow him to retrieve the security pass. There's no real difference in route, but entering the Duct Room is quite fun and increases your score.







▲ For an easy route, go through the factory stage.



DOME ZONE

JUNCTION 14

There are two entrances to the Dome Room. If you shoot the shutter across the left entrance, you proceed through the left entrance. Otherwise you're taken via the right entrance.

AM1 COMMENT

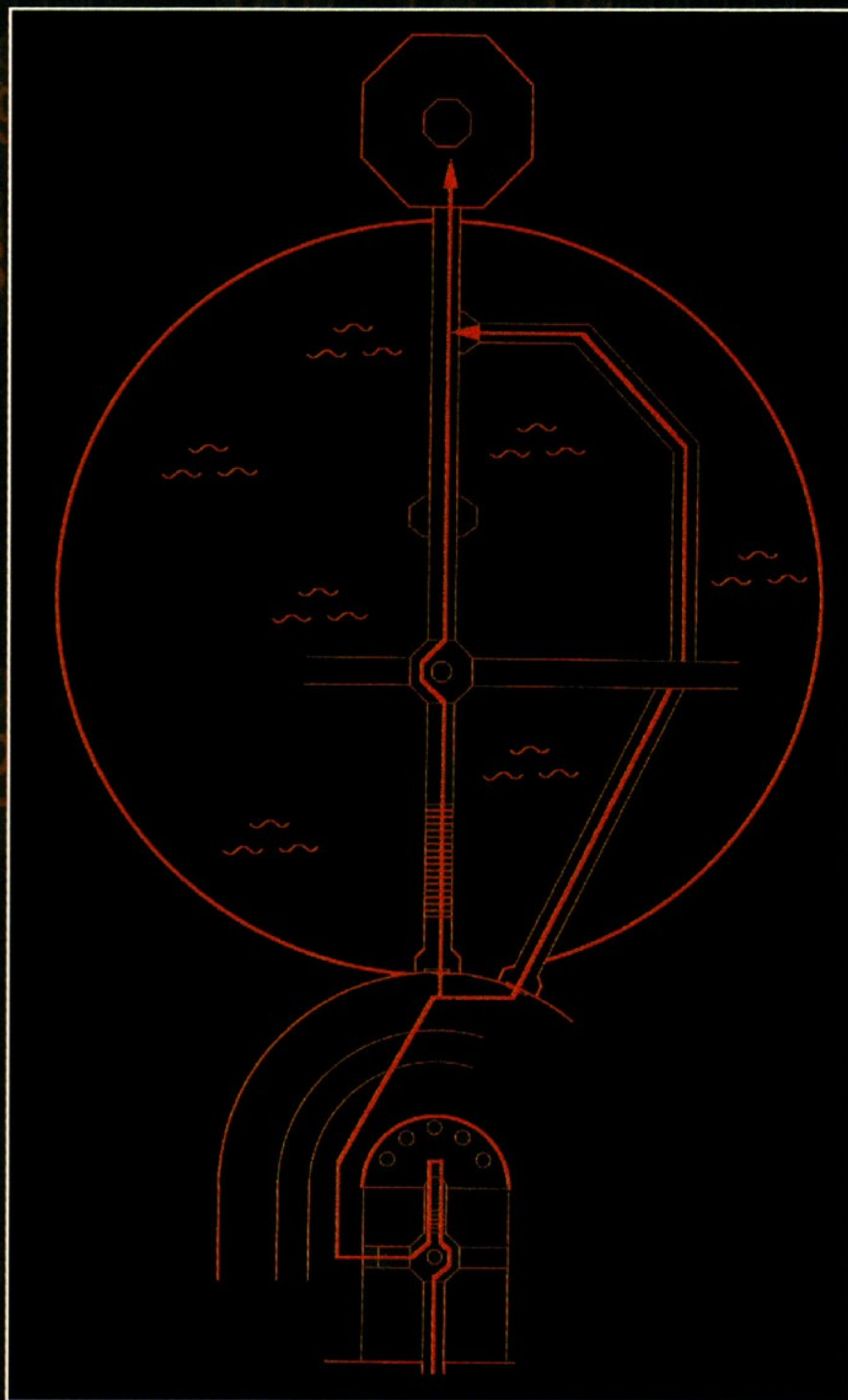
"The left entrance is the easier route and most is also the most interesting. Only go right if you want more of a challenge!"

BOSS 3: HERMIT

LOCATION: In the strangely designed botanical room at the end of stage three, you meet Dr Curien for the first time. As he makes his escape via a secret elevator, your pursuit is halted by the Hermit.

WEAK POINT: Hermit's armour deflects bullets, leaving only his head vulnerable to attack. Although this is a fairly large target, Hermit's legs often partially obscure it. You can tell when you successfully hit the target as blood gushes out and the head flashes.



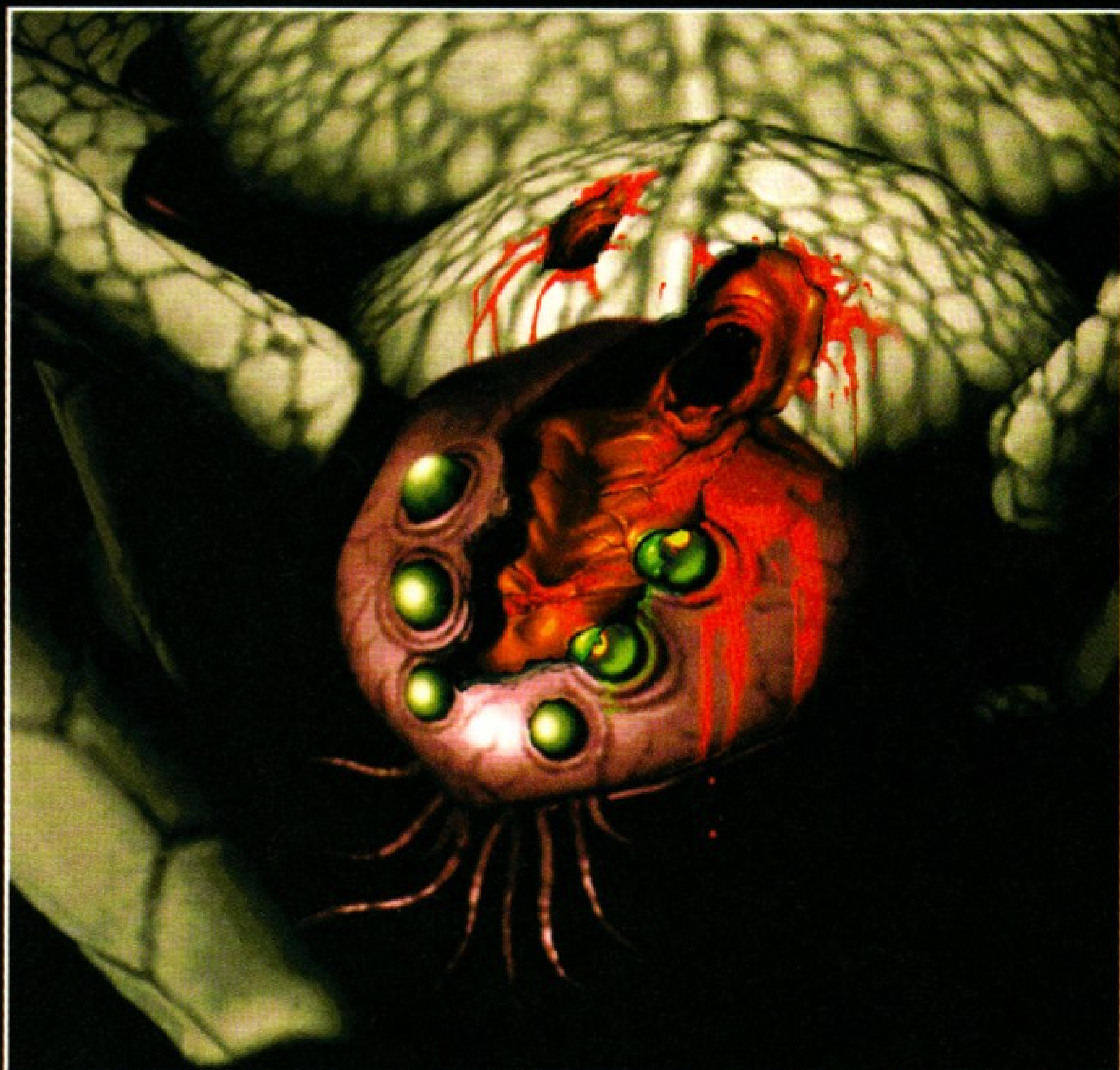


ATTACK: From your vantage point at the top of the elevator, repeatedly shoot the Hermit as it scales up and down the elevator shaft, attacking with his front legs. His head is constantly bobbing back and forth, so it becomes necessary to judge the timing to enable you to hit him every time. When he's lost a third of his energy bar, Hermit retreats down the elevator shaft which changes from vertical to horizontal about 10-15 meters down. Follow the Hermit down the shaft and the battle recommences. Turning around, the Hermit repeatedly fires web ball projectiles from his rear, obscuring your vision somewhat. These aren't particularly fast, so players are afforded sufficient time to reload their weapon. When he's sustained around tow-thirds damage, the Hermit attacks with his clawed legs. He tends not to retreat as far down the shaft when hit as previously and quickly mounts a new assault. This time he uses his front legs to shield his head while advancing towards you. Rapid fire is the key to defeating him.





▲ Shoot the right-hand elevator door for a real challenge and face these spiders (above)!



FINAL AREA







Divided into four main sections, the final stage features no route changes. Enter the initial Control Room and you come face to face with Chariot once again (the first level boss). Defeat him using the same method as previously before moving onto the large cabin, replete with Hangedman (second level boss). Destroy him and you're taken into the final corridor filled with crackling pillars of electricity. These don't actually do you any harm, but the zombies which keep popping out certainly do. At the end of the corridor you meet Doctor Curien who leads you into the final chamber - his secret laboratory.

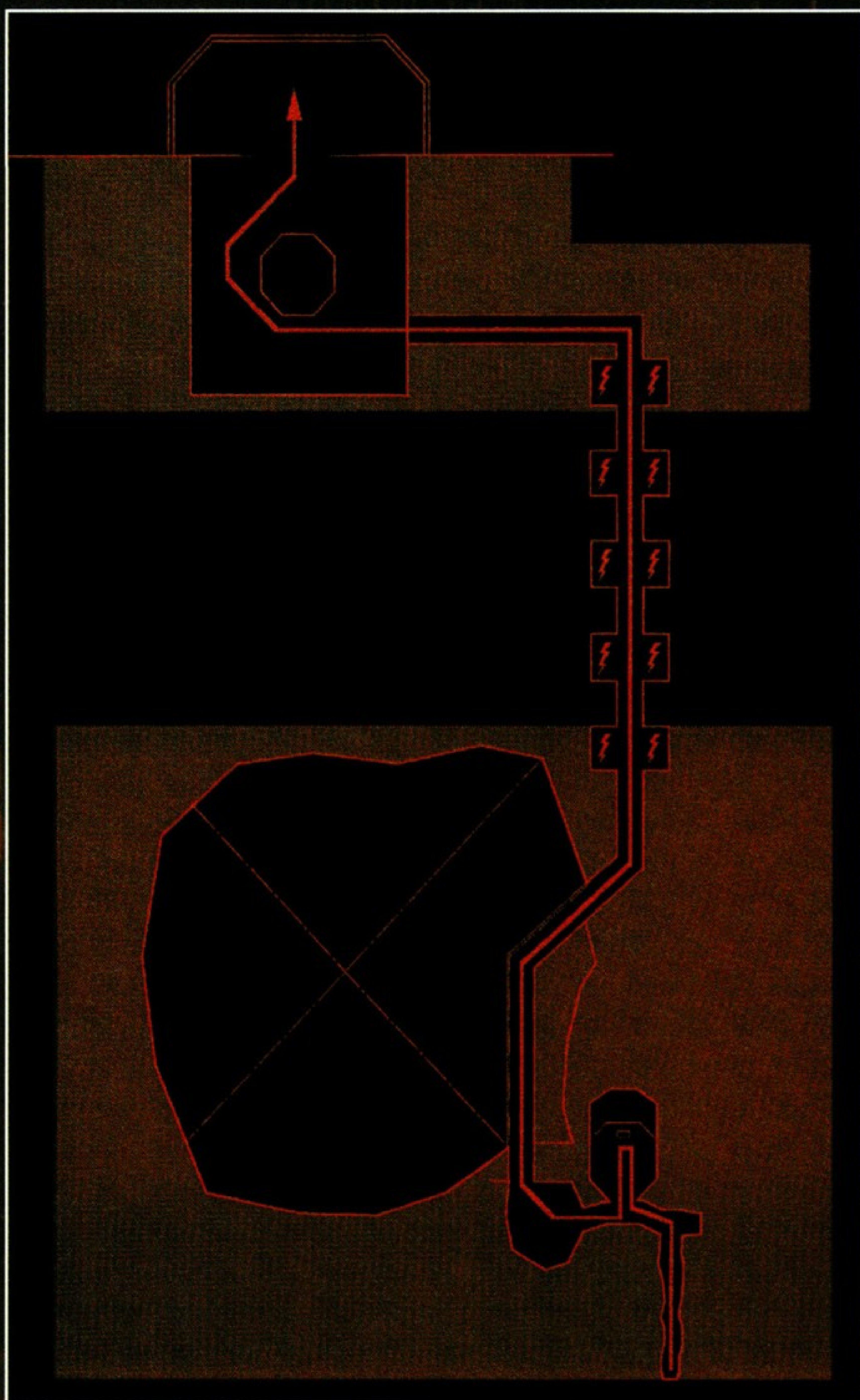


BOSS 4: MAGICIAN

LOCATION: The Magician is released from the Bio-Reactor by Dr Curien in the final secret laboratory, but escapes onto the large balcony.

WEAK POINT: His weak point on the blueprint is listed as 'unknown'. However, look carefully and you should be able to spot several easily recognisable body areas which are vulnerable - lower right leg, upper left arm and so forth. You can tell when a hit registers because his body flashes.





ATTACK:

At first the Magician flies around shooting energy balls at you, sometimes only using one hand (for a double energy-ball attack) and sometimes using both hands (for a quadruple energy-ball attack). Use the motion blur to home in on the Magician's movement, damaging him before he's able to shoot his energy-balls. Succeed and he pauses for a short while – a great opportunity for more hits. Inflict sufficient damage and the Magician's blur shadow changes from blue to red and he increases speed slightly. This time he only uses one energy-ball, but instead of shooting it directly at you, he comes up close and hits you with it before reverting back to his first attack pattern. When his energy is almost depleted, the Magician generates a large number of energy-balls, throwing them into the air and raining them down on you. He's quite far away, but doesn't move around while summoning up the energy-balls, so inflict as much damage as possible. When the fireballs rain down, it takes fast and accurate shooting to take them all out before they hit you. Then it's onto the high score table to enter your name in the HotD hall of fame!





PANZER DRA

THE COMPLETE GUIDE: PART 2

Last month not only did we give you the full monty on the first CD of Panzer Dragoon Saga, we also gave you the CD to play yourself! You can't beat that can you? This month it's a bit more dreary - just a complete walkthrough to the entirety of Disc Two and a fair old amount of Disc Three too! Next month we wrap up the sucka but in the meantime, we continue...



GEORGIUS

Just to add a bit of clarity to the end of the last issue's guide. Once you have the junk parts from under the ship, you need to return to Zoah, hand them over to Paet and then return once more to Georgius... but make sure you get the Sniper weapon from the shop (it inflicts critical damage on an opponent's weak spot). Now you'll be able to enter the ship at Georgius via the green blob on the side. Edge gets captured and tortured before Gash (the bloke you helped out in the desert and a major character in the game) returns to help you escape. However, the guards engage a hasty Roscoe P Coltrane style "hot pursuit", which leads us on to...







▲ If you can work out how to peel back his armour, this boss can be annihilated in minutes.

BOSS: GUNSHIP/ GUARDIAN DRAGON

The enemy have found a massive relic and are towing it back to their base. Unfortunately you bump into them, resulting in a huge ruck. The key to taking out the gunship is simply to stay out of the red areas on the scope, limiting your damage and destroying the ship. In the end, the guardian dragon underneath destroys the ship and engages you. This is the real challenge of this boss stage. Duck around the back of the creature until it fires up its red haze then go around the front and let rip with the lock-on lasers. There is a way (which we haven't totally sussed) to open up the boss's armour. If that happens, fire up a shield, duck around the back and use your Sniper gun to inflict masses of damage.

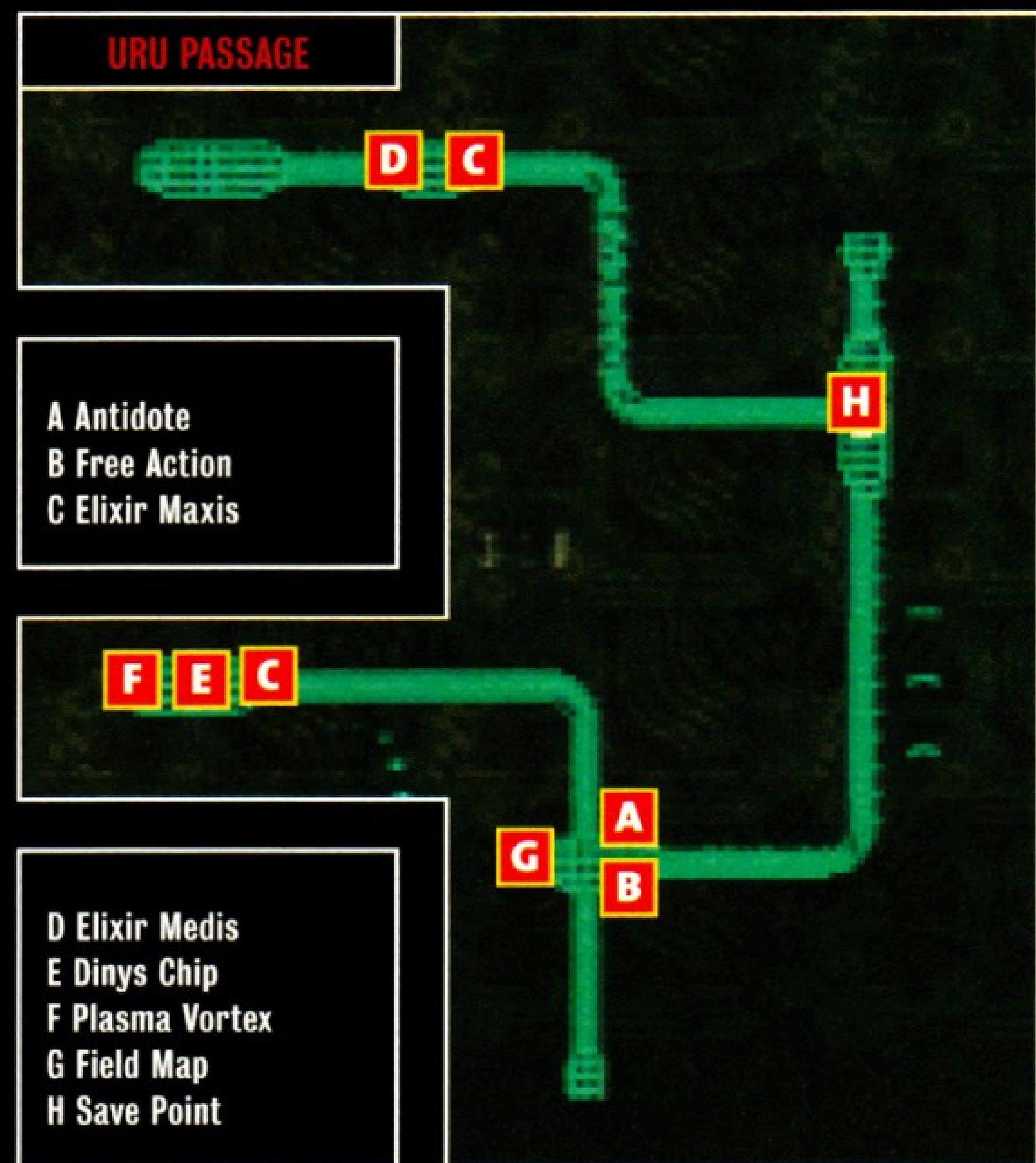
GOON SAGA

URU

Returning to Zoah, Paet uses the parts you've supplied him with to fire up his omnipotent mega scope, which reveals a new area of the game map for you to visit - Uru. Leave Zoah and head to Uru. At this point, you need to fly north and access the pathway, rotating it to the right until it locks onto the mountainside. Now you can enter the passageway and make your way to the north side of Zoah. The Protect Keys mentioned on the map are required to access the engines on the first part of Zoah. Each time you get near to an engine you're faced with an Empire contingent on battle cruisers. By now you should have a decent enough understanding of the battle system to easily best these guys in combat. Once you've been back and forth between the two areas and used both Protect Keys, you'll be menaced by the next boss...

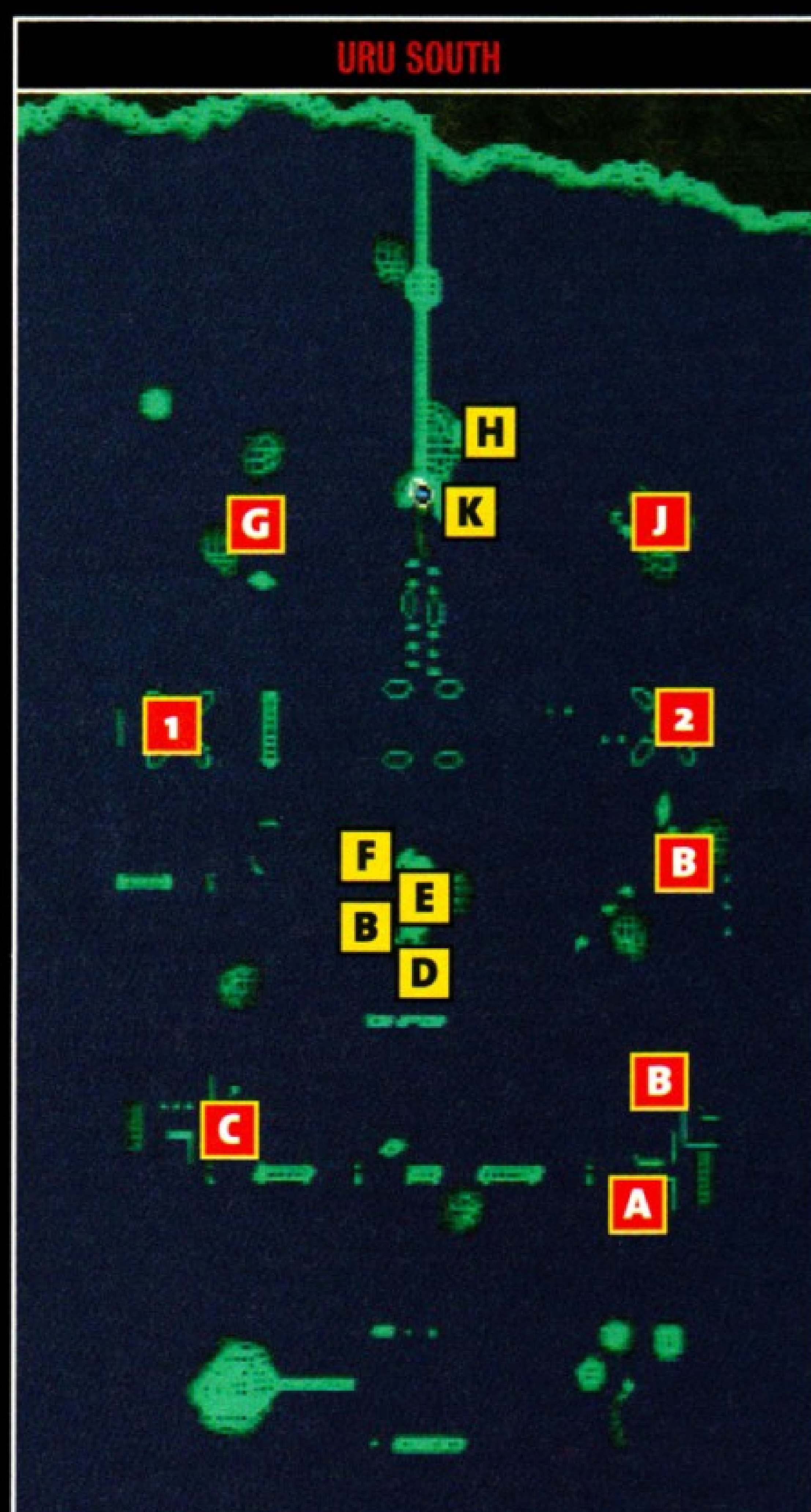






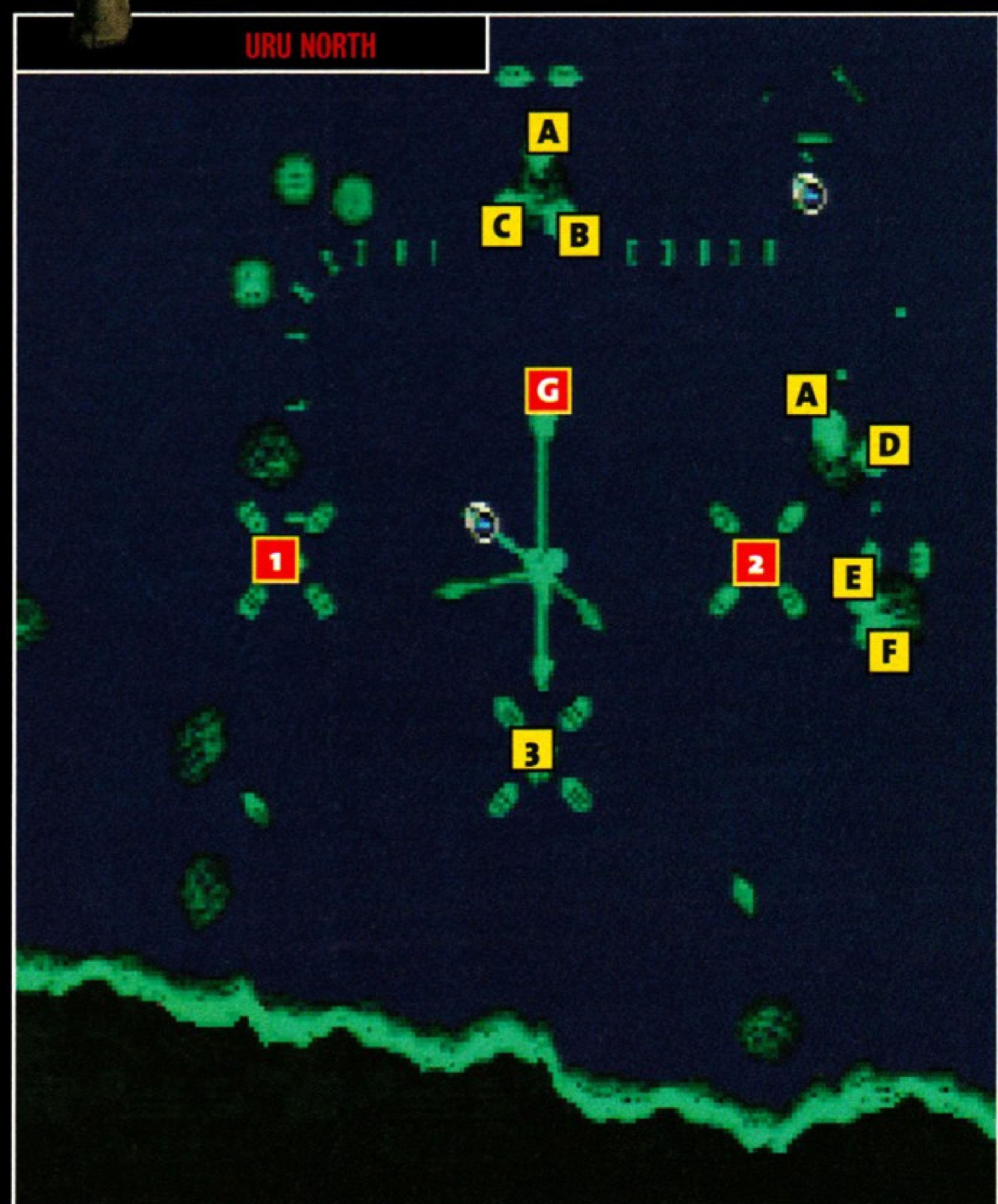
A Antidote
B Free Action
C Elixir Maxis

D Elixir Medis
E Dinys Chip
F Plasma Vortex
G Field Map
H Save Point



URU SOUTH
A Berserk Micro
B Dinys Chip
C Free Action
D Berserk Medis
E Elixir Maxis
F Shield Chip
G Antidote
H Armor Chip
J Elixir Medis
K D-Unit 05
1 Bring Protect Key 1
2 Bring Protect Key 2
Note: Yellow Objects Appear after Boss

URU NORTH
A Dinys Chip
B Free Action
C Power Chip
D Berserk Minor
E Full Elixir
F Speed Chip
G D-Unit 06
H Data Glyph
1 Protect Key #1
2 Protect Key #2
3 Protect Key #3

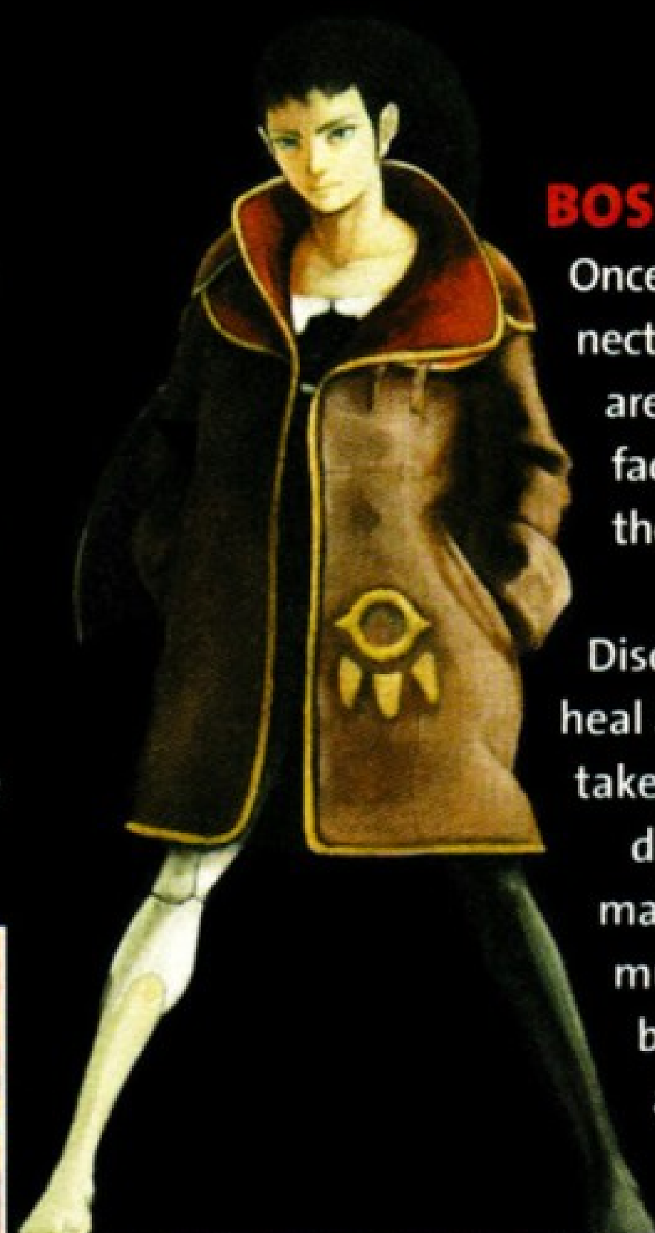


BOSS: DRENHOLM

This static monster beast can be a real pain in the ass. Use lock-on lasers to take out the two engines on either side of the creature. This causes the creature to detach into two! The best strategy is to concentrate all fire on the main mass, seeking out the weak point and using the Sniper to inflict masses of damage. Drenholm responds by immobilising you then sending out a series of conducting panels to surround you. At this point, use Free Action to get free then move out of the way before the creature uses its needle lightning on you. Then return and repeat the process. Piece of cake once you know how...





BOSS: RETURN OF ATOLM

Once Drenholm's defeated, a new area opens up in the Passage that connects the two areas of Uru. Activate the dynamo and head into the north area (it should now be night). The ruins in the centre will have fully surfaced and the third Protect Key can be collected. Go to the ruins and find the green access point. Now you're attacked by Azel and Atolm.

The battle is very similar to the first one you had at the climax of Disc One. The first order of business is to take out Atolm's satellites (they heal and concentrate his laser fire). Use your Spiritual Berserker powers to take out all of them in two turns. Then use the same tactics you used to defeat Atolm in Disc One. Stick to the sides of the beast and after he makes his move, duck around the back and use the Sniper gun for maximum damage. When Azel prepares her berserker attack, nip around the back and activate the Vengeance Orbs berserker attack. This absorbs all power levelled at you and sends it flying back! Defeating Atolm here is very easy once you know how.




THE CAVES OF URU

With Atolm defeated, Edge and Azel find themselves in the underground caves of Uru, separated from their dragons. Only by teaming up can they overcome the dangers of these horrendous environs. Use the maps to make your way through the caves - basically, there's only one route through. The mutants you face are a mixed bunch - some of them require laser fire exclusively to defeat them, others require gun fire (rule: green meanies need lasers, blue need gun shots). The peskiest customers are the yellow flowers. The way to defeat them is to blast them first with gun-fire, before using lock-on lasers to finish them off. If you don't blast first you get 50 points of damage from the return fire. Boo! Once you've been down to the fourth level and collected the Dome Key, you need to return to the dome itself... ready yourself for some boss action!





URU CAVES B2F EAST
- A Hunting Scythe
- 1 Pool down to B3F East on Scooter, down to B?F with Dragon
- 2 Drains Pool (#1)
- 3 Tank One (down to B3F East)
- 4 Tank Two




URU CAVES B1F
- A Gate #1
- B Opens Gate #1
- C Gate #2
- D Opens Gate #2
- E Elixir Minor
- F Elixir Medis
- G Flash Chip
- H Restore Speed
- I Blast Chip
- J Tri-Burst

URU CAVES B3F EAST

1

1 Pours Water into Tanks 1 and 2

URU CAVES DOME

1
A

A Field Map
1 Dome Gate Key Needed here



URU CAVES B3F WEST



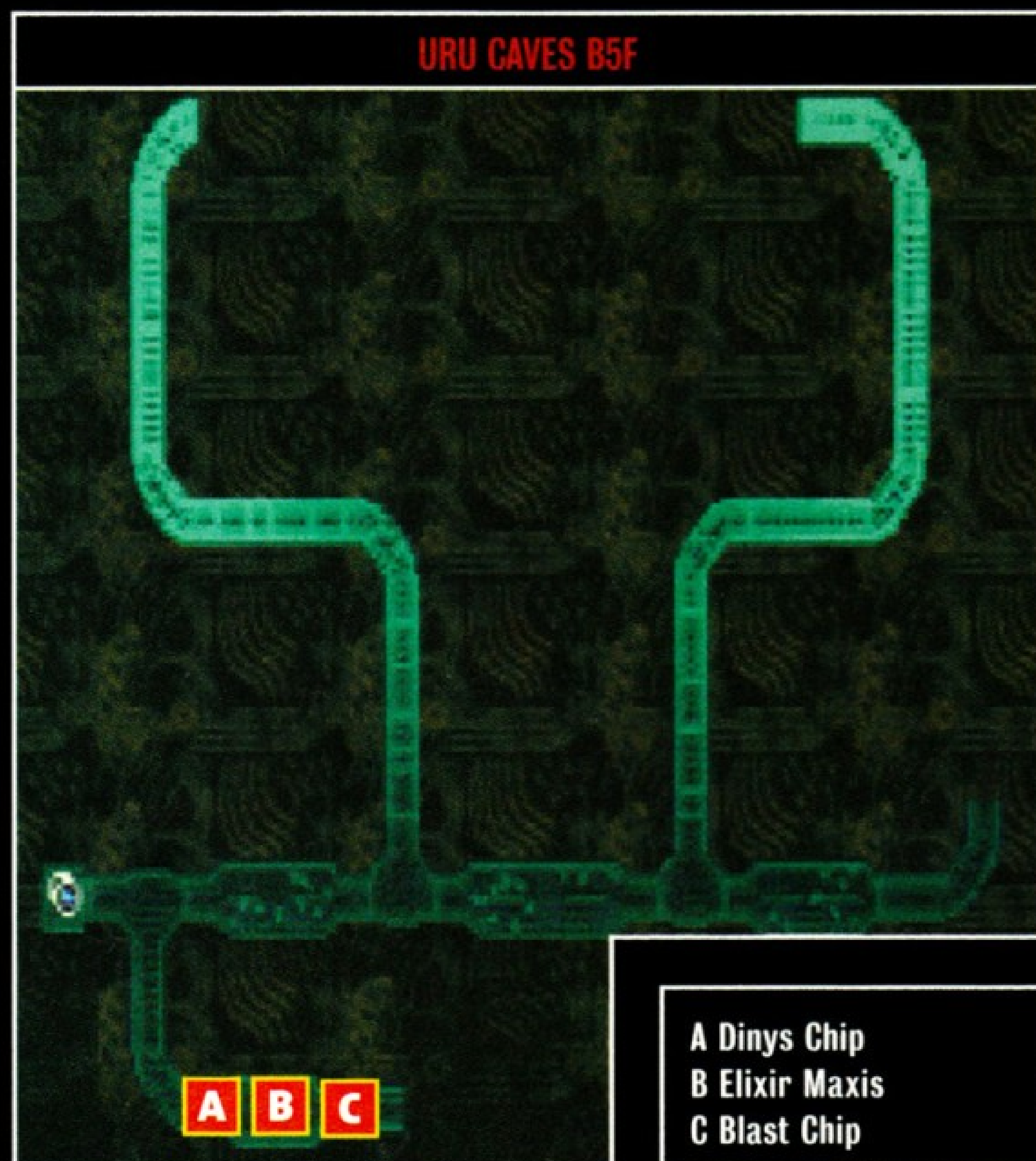
1 Gate #3
2 Unlocks Gate #3



URU CAVES B4F

A Dinys Chip
B Power Chip
C Elixir Maxis
D Free Action
E Dome Gate Key
F Speed Chip
G Elixir Minor
1 Blast open to reveal: Restore Speed, Free Action, Five Blast Chips, Elixir Maxis, Elixir Medis
2 Blast open to reveal: Blast Chip, Four Dual Blast Chips, D-Unit 08, Two Dinys Chips, Elixir Maxis

URU CAVES B5F

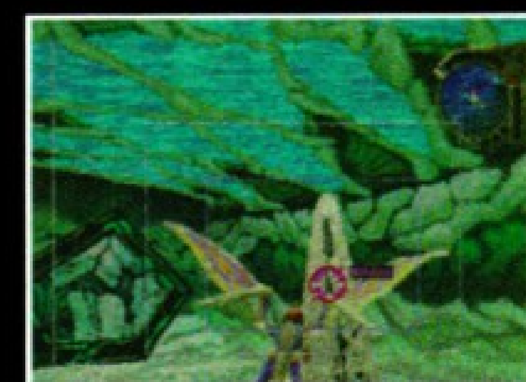


A Dinys Chip
B Elixir Maxis
C Blast Chip

URU CAVES B5F







URU CAVES B?F

A Shield Chip
B Armor Chip
C Power Chip
D Speed Chip
E Leads to Three Dual Blast Chips, Bone Slasher, Hemo Ofal, Berserk Maxis

URU CAVES B2F NORTH



A Ambrosia
B D-Unit 07
C Six Data Glyphs









BOSS: ENERG

This foul creature lurks about on the ceiling of the dome and specialises in dropping those fire plants and large bombs down on you. Defeating him is so easy, it hurts. Just stay out of the red zone on your scanner, use your shots to blast all the plants and then make use of the lock-on lasers to redirect your fire via the plants up at the boss. If you don't get an Excellent rating here I pity you.



BOSS: BASILUS

Having escaped from the cave system, the boss gives chase. Luckily you've reunited with your dragon and you feel ready to take on anything! It's just as well really because this is probably the toughest boss you've faced yet. Essentially the key is to blast off the flowers it uses on its rear, thus exposing its weak spots. The only place you're safe is directly in front. The strategy I use is to employ the use of a couple of blast chips to blow off the flowers then wait for the boss to move in front of you - this takes ages and you should have all three time bars powered up. Now let rip with the Sniper gun then go about repeating the process. Easy! And that's the end of Disc Two.









BEGINNING DISC THREE

Although it isn't strictly necessary to the quest, it's recommended that you return to Uru as soon as you start Disc Three. One of the hunters at the caravan has fallen ill and you need to find a rare cure. All you have to do is find a series of creatures who've been separated from their mother and then return them to the nest (which is at the northwest of the map). Once all the creatures are back, the mother departs and a nice little rare cure is found in her nest. Before returning to the caravan though, enter the underground caves you visited at the end of Disc Two. A great many power-ups are available - the geography of the maps has changed slightly, opening up a new level crammed with goodies. Also, with the dragon you can break open all the power-ups you had to pass before. Once you've done this, return to the caravan and talk to the shopkeeper. He's the guy who prepares the cure. Now it's back to business!









RETURN TO ZOAH

Once the caravan business is out of the way, fly over to the new camp site, have a chat with Paet and then head towards Zoah again. You'll see that imperial agents have infiltrated the town. Leave Zoah and return in day time. A large fat guy in front of you hands you a pass to the Holy District (the double doors directly adjacent to the entrance to Zoah lead there). The main aim in the Holy District is to locate the central structure (hint: take the path to the right of the church), enter it and talk to Paet's father. He reveals that an imperial strike force has been despatched to raze Zoah to the ground. Now it's time to leave, head north and take on the entire fleet single-handedly! But before you do, be sure to purchase a High Vulcan attachment for your gun from the shop (and arm it!).

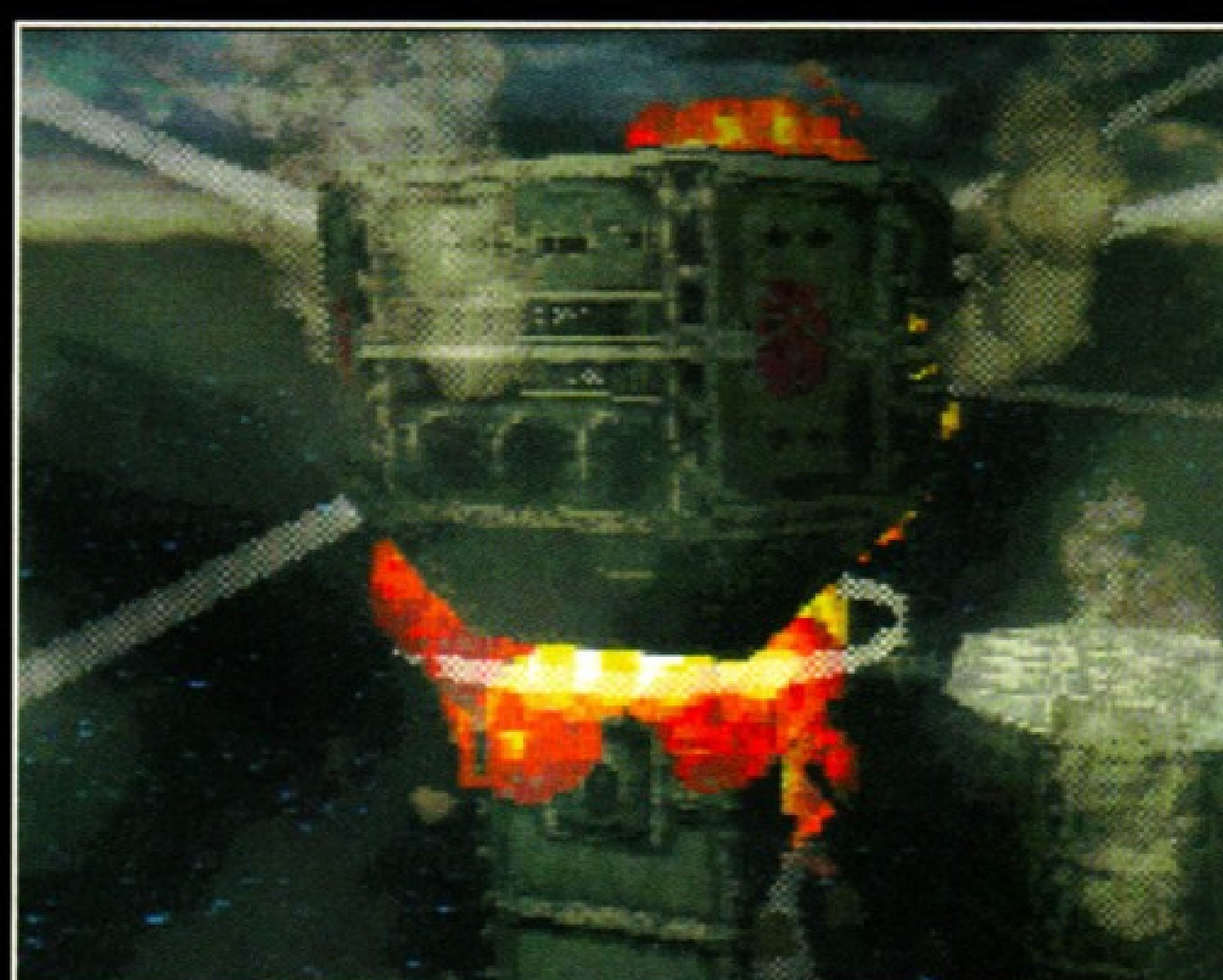


This fat man gives you a pass for the doors.



Find this building in the Holy District!





AIR FORCE POST

This stage is a simple destruction fest: destroy absolutely everything in sight. Keep clear of the searchlights - they simply summon some dreadnoughts (and you'll have plenty of those after you any way) and head north, destroying all in your path. Steer clear of the centre structure too - you can't actually get in until the first boss has been defeated. Once you reach the centre-north of the map you'll face the first boss. Once he's defeated you can enter the centre, destroy the base and then head north to take on the final end-of-level guardian!

AIR FORCE POST

A Anaesthetic, Oil Canister, Elixir Medis
B Anaesthetic, Blast Chip, Elixir Medis
C Elixir Maxis, Oil Canister, Dinys Chip
D Dinys Chip, Oil Canister, Full Elixir
E Berserk Micro, Blast Chip, Dinys Chip
F Full Elixir, Oil Canister, Anaesthetic
G Elixir Maxis, Oil Canister, Anaesthetic
H Berserk Minor, Blast Chip, Dinys Chip
I Anaesthetic, Shell Plate, Berserk Micro
J Berserk Medis, Oil Canister, Anaesthetic
K Anaesthetic, Shell Plate, Elixir Minor
L Elixir Minor, Blast Chip, Anaesthetic
M Dinys Chip, Revive, Berserk Micro
N Elixir Medis, Oil Canister, Dinys Chip
P Dinys Chip, Revive, Elixir Medis
R Elixir Minor, Oil Canister, Dinys Chip
S Anaesthetic, Revive, Elixir Maxis
T Berserk Minor, Revive, Anaesthetic
U Elixir Minor, Blast Chip, Dinys Chip
V Dinys Chip, Shell Plate, Elixir Minor





BOSS: BEHEMOTH

This boss attacks in two stages, but he remains fairly easy to defeat. For the first stage you have to concentrate your fire at the bottom of the boss. However, it's only effective on ONE side out of the four on offer, so there is some luck required here. Once the bottom has been destroyed, the top opens up. First order of business is to fire up some Vengeance Orbs. You basically have a free reign to use your lock-on lasers on the weak spot before the devastator weapon is unleashed on you. After this, the armour plating comes out, covering the weak spot. Just lob a couple of Dual Blast Chips and it's game over for the boy Behemoth.







BOSS: DEATHMAKER

This heavily-armoured missile is on a collision course with Zoah and you only have seven minutes to blow the sucker up! The first thing you need to do is take out the side-mounted engines, switching quickly between both sides so as the main weapons battery can't get a lock on you. Then it's simply a case of concentrating your fire until the supports drop away and the missile takes off. You're completely safe now: there's no chance of any weapons attack. Time is the only enemy. Blast away without prejudice (switching sides as and when a major component drops away). Now you're on your own, but don't worry, it's easy!

NEXT MONTH: THE END

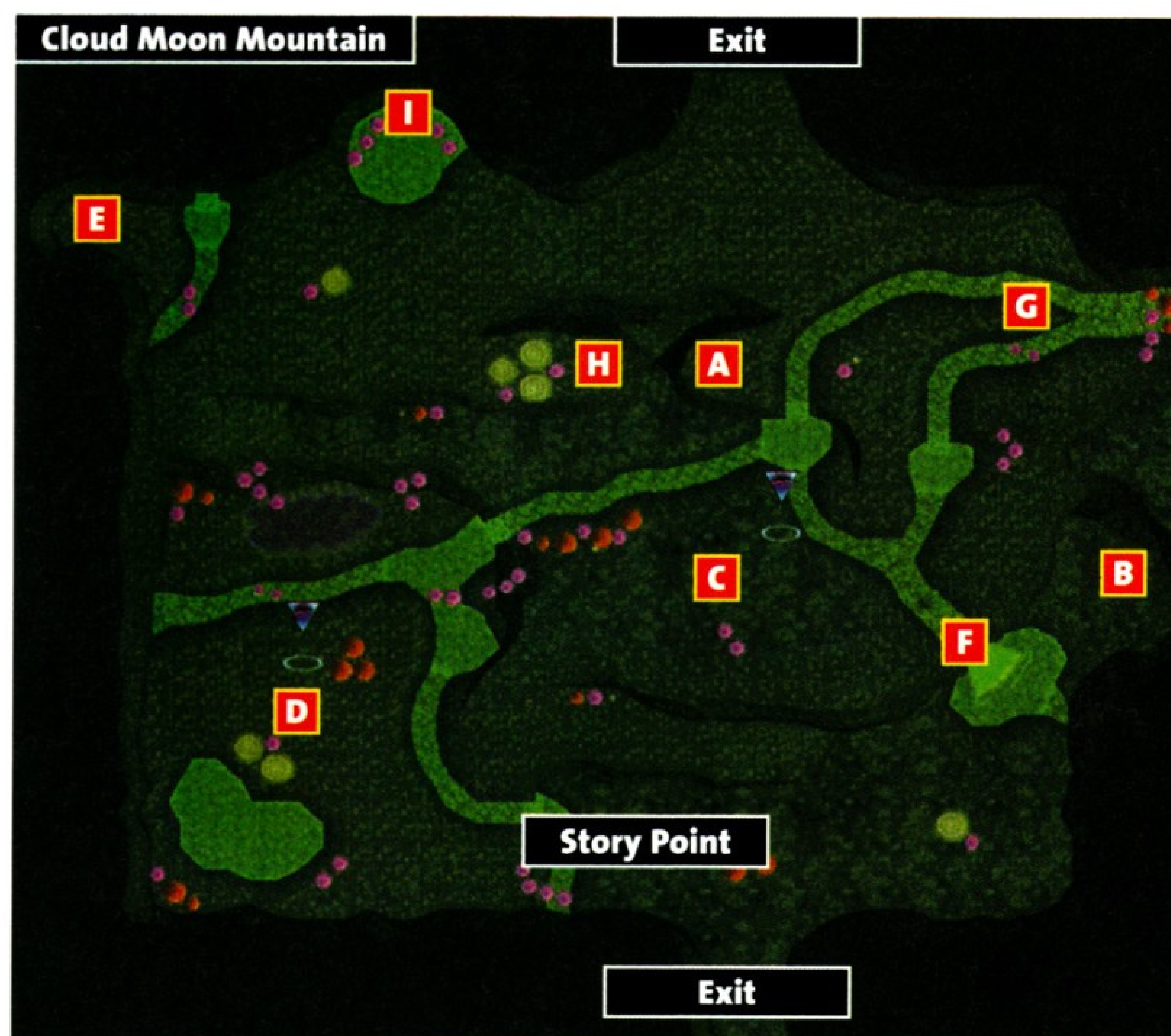
We tackle the end of Disc Three and the entirety of Disc Four... it's going to be amazing, trust us. And then perhaps we might reveal some ever-more stunning secrets - yes, even when the game's finished, there's STILL MORE to do if you're up for it! We'll reveal all (but probably not next month).

GRANDIA
THE WALKTHROUGH PART 3

Once again, SSM returns with more walkthrough coverage of the Saturn's greatest adventure, Grandia! This month we finish up Disc One and get into Disc Two. There's quite a bit of adventure this month, sometimes going back to maps previously published in SSM. So dig out those back issues! RICH LEADBETTER is "Muggins here" who's done all the dirty work.

CLOUD MOON MOUNTAIN/PAGODA

There are two field stages as you scale the mountain and by now you shouldn't have any need of "tips" whatsoever. The real test begins when you enter the Pagoda. There's a trident hidden therein that will save Daito Village from being consumed by the corrosive rainfall. Once inside the Pagoda, the key is to activate every crystal switch in sight and explore every new passage opened up, as this invariably opens up the route to the next switch. If you're having problems on the one at the southwest of the map, just push a few barrels and you'll be sorted. The aim is to move the red staircase at the south, but to do this you need to access a switch in the northeast! Once it's done you face a fearsome four-headed dragon. It's a tough boss, but easily defeated by concentrating all attacks on the body, rather than the head. Once this is done, a switch reveals itself directly behind you. Press it and go up. Now just explore around and you'll soon find the Trident. Return to Daito and place the Trident on the altar at the beach (remembering to speak to everyone around the altar). Speak to Gadoin and you're off to Ramu Mountain...





The big problem on this stage is that monsters secret poisonous venom... and there's something of a lack of antidotes on the level.

CLOUD MOON MOUNTAIN

A	130G
B	130G
C	130G
E	290G
F	Object in Waterfall
G	Mana Egg
H	Muscle Mushroom
I	Mushroom Shield



The Pagoda is your final destination.



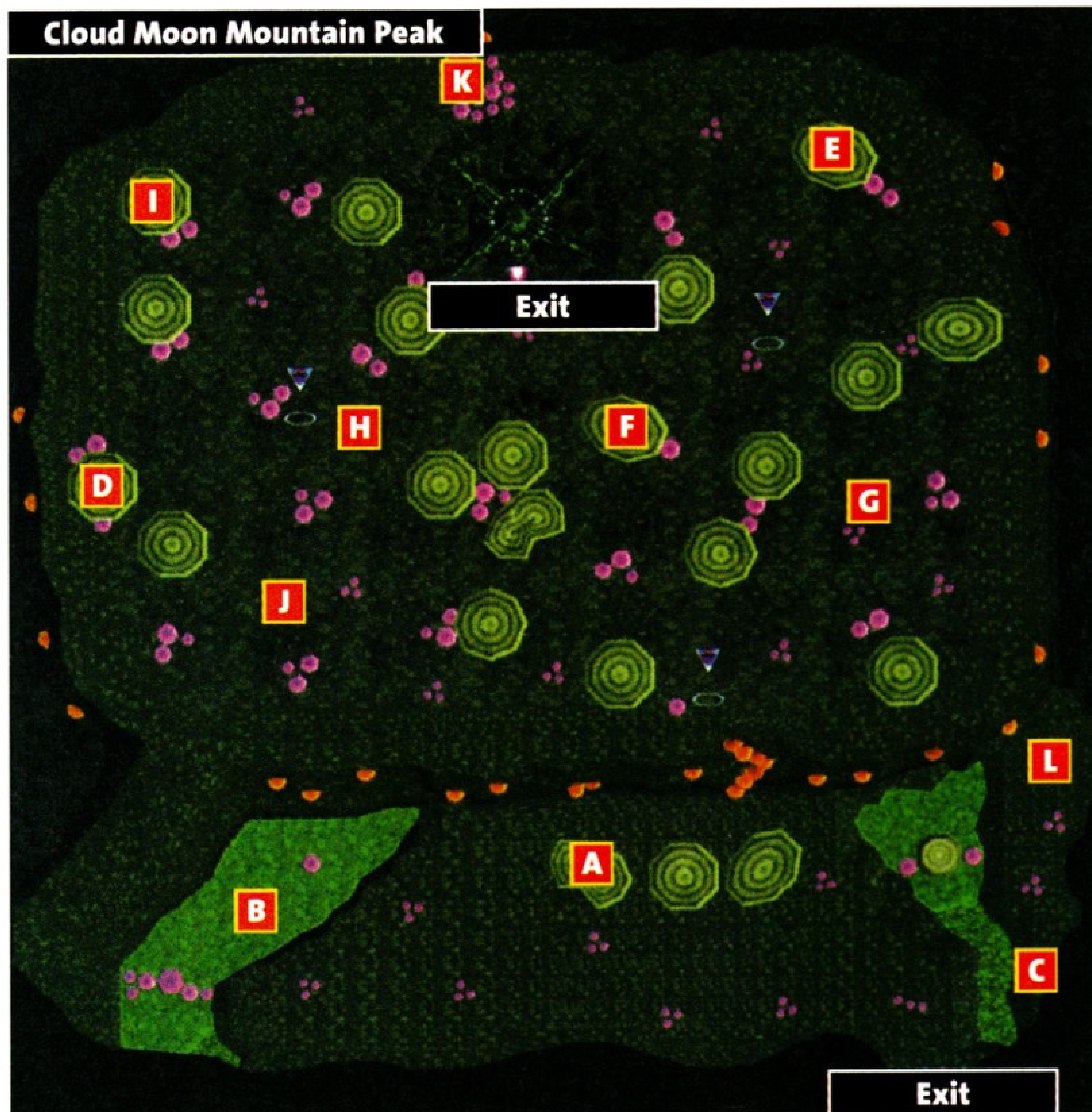
Do battle whenever you can...



Just about all of your characters (bar Sue) should be able to take down these creatures in one turn. Yeah!



Investigate the huts - some of them contain power-ups.



CLOUD MOON MOUNTAIN PEAK

A 130G
B 130G
C 130G
D 130G
E 390G
F 390G
G Energy
H Energy
I Dream Toryuh
J Magic Charm
K Magic Seed
L Disease Charm



One one stage, the key to progression involves finding these mushrooms which allow you to climb a cliff. Then you're free to locate the Cloud Moon Pagoda and then progress on. Yes, it really is quite that simple. Hmmm.









This bridge is the key...

CLOUD MOON PAGODA 2

A 130G
B 130G
C 130G
D 130G
E 390G
F Carved Skull (Hidden Room)
G Hail Bow

The yellow and blue blobs on each map indicate passage between the two levels...

CLOUD MOON PAGODA 1

A 130G
G Mana Egg
B 130G
E Krep Camouflage
C 130G
D 390G
F Disorder Charm

Flick Switches to open stairs



RAMU MOUNTAIN

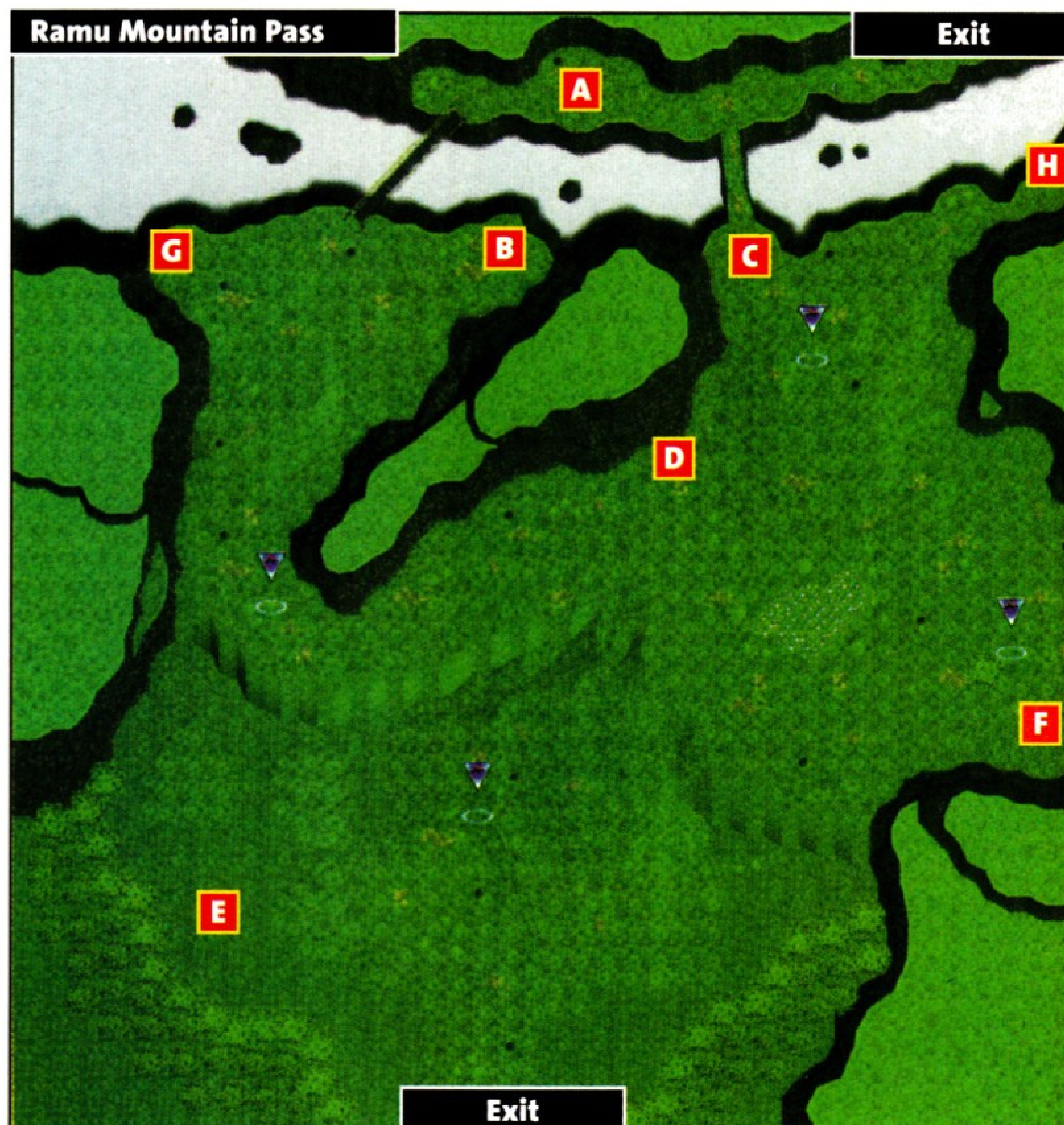
This is so easy, there's little point giving any tips. Just be on the look-out for the enemy sprites - they get nastier at this stage. Just head on north to the Ganbo Village

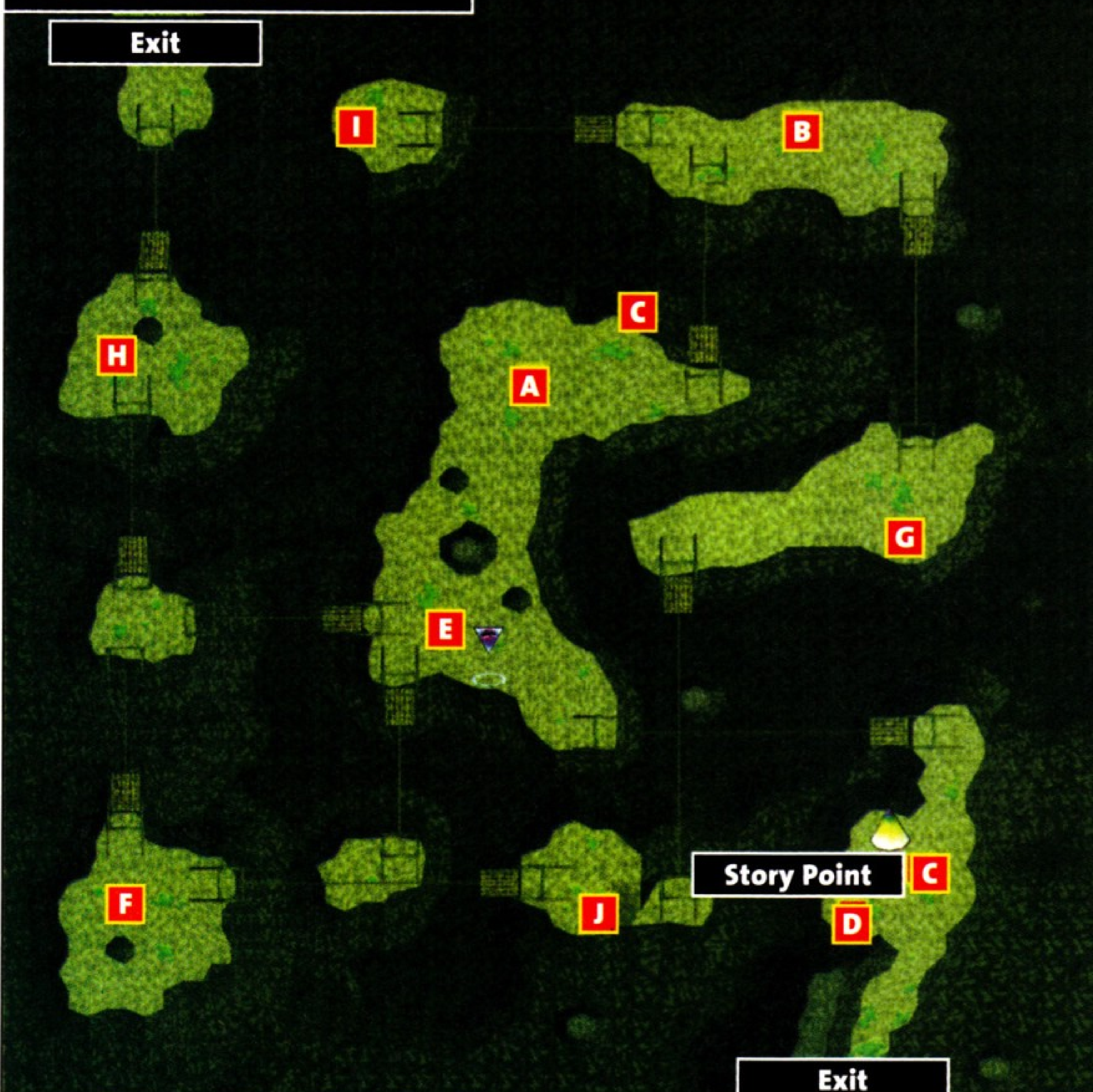




A simple level, but well worth looting!

RAMU MOUNTAIN PASS	
A	140G
B	140G
C	140G
D	140G
E	140G
F	420G
G	Yellow Medicine
H	Void Blessing Orb







Getting through this level is fairly simple, but some cunning lift work is required in order to get every object on the stage in your possession. To be honest, the resistance you face isn't really cause for concern. Get going!



RAMU MOUNTAIN PASS SOUTH	
A	140G
B	140G
C	140G
D	140G
E	140G
F	140G
G	420G
H	String Script
I	Dragon Killer
J	Pate



Lifts, lifts, lifts and more lifts. That what characterises the second level of the Ramu Mountains. These levels are small fry compared to what awaits later on!

GANBO VILLAGE

Stock up as usual (Ganbo has excellent armour and shields) and go visit the mayor over to the southwest. The mayor, by the way, is quite, quite mad. You end up being guest of honour at some really bizarre jamming session! Talk to the mayor again, select the bottom option to return to the hotel and then head on back to the tent in the morning and talk to the mayor again. You're heading for Fire Mountain.





You need to sail away to escape Ganbo...

Ganbo Village

Exit to Map

GANBO VILLAGE

A	Hotel (save)
B	Shop
C	Mess Hall
D	House 1
E	House 2
F	House 3
G	House 4
H	House 5
I	Mayor's House
J	Welcome Tent



Ganbo is very, very friendly place. The boys and girls can't keep their hands to themselves!



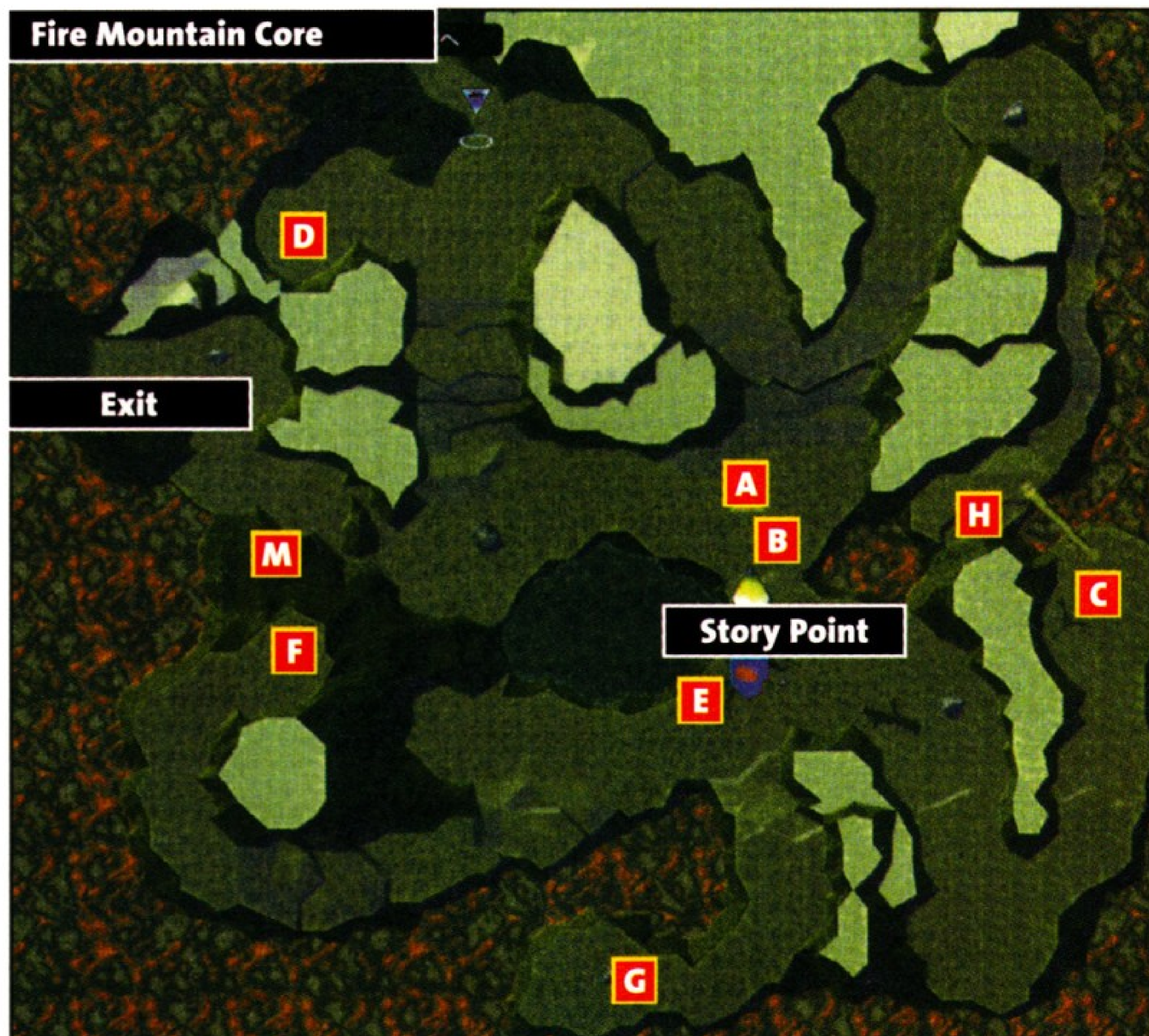
The Welcome Tent is where all the celebrations... and the story progression... takes place!

FIRE MOUNTAIN

The maps pretty much tell the entire story here - the only thing you need note is that you should visit the Fire Mountain Base before moving onto the Peak. Once you've beaten the boss, you can't come back you see. As for defeating the boss, concentrate all fire on its head and you're sorted. Head back to Ganbo Village and it's celebration time! After that, head out to the docks for a romantic interlude with Fina. In the morning go down to the docks and talk to the couple next to the ship. Now you're heading for The twin tower!

FIRE MOUNTAIN CORE

A	150 G
B	150 G
C	150 G
D	450 G
F	Sapphire Medicine
E	String Script
G	Mana Egg
H	Protect Seed



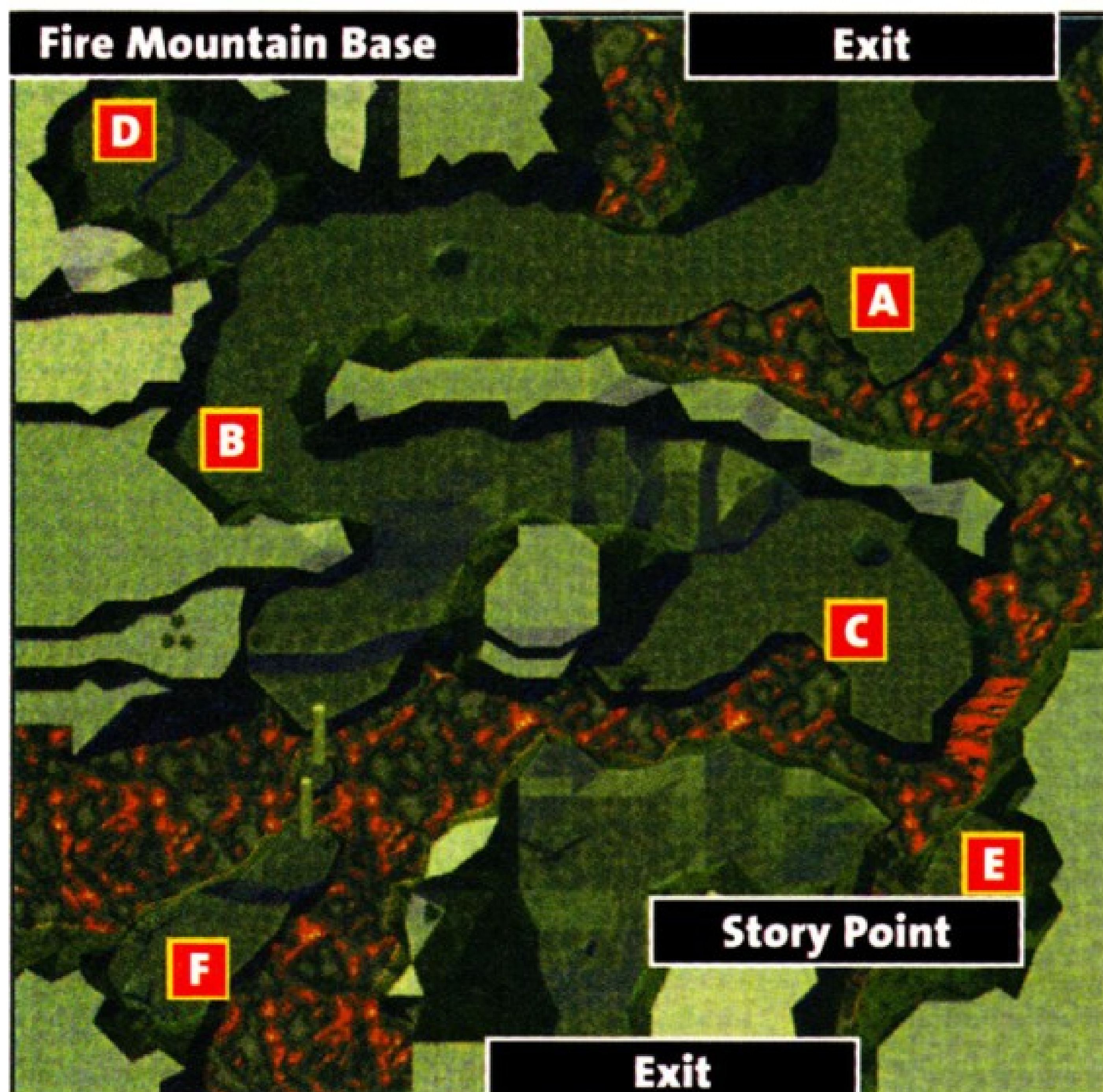


Fire Mountain Core 2

A	150G
B	150G
C	150G
D	450G
E	Flame Charm
F	Mania Scroll







FIRE MOUNTAIN BASE

A	150G
B	150G
C	150G
D	450G
E	Disorder Charm
F	Continue Jewel



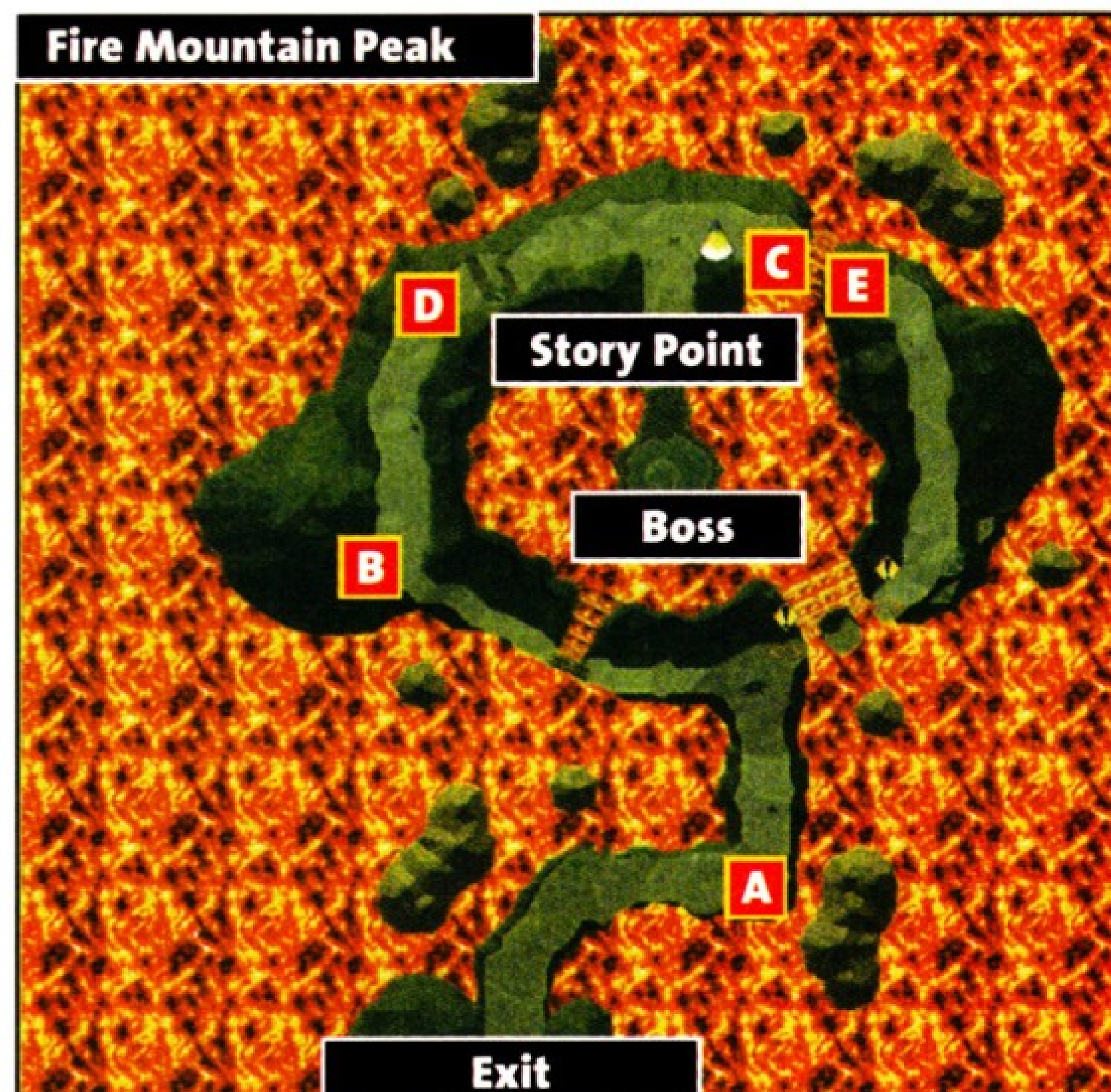


Justin and Fina get separated from Sue and Gadoin, but soon meet up again.

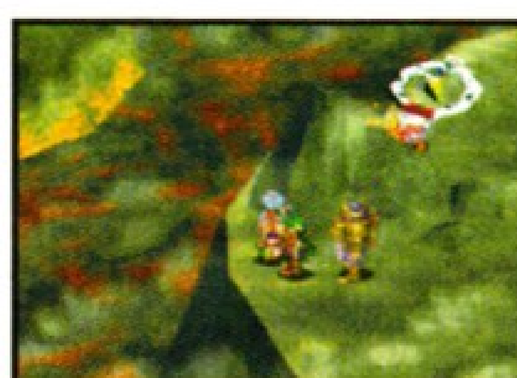
FIRE MOUNTAIN PEAK

A	150G
B	150G
C	150G
D	String Script
E	Dragon's Scale











With the aid of the maps, you shouldn't have too many problems getting through to the peak... and it's not as if the boss is too difficult to tackle either.

TWIN TOWERS

Once you leave the beach you need to find your way into the maze. Do this by running around the edge of the tower. You enter via the North Side. With the aid of the maps, getting through the first section shouldn't be any problem. At this point old rivalries are sorted out as friends and enemies team up to escape the tower. And by the way, the graphics here are some of the best you'll ever see on Saturn... Once you've negotiated the maze, go back to the beach and sail back to Ganbo, then move back to Daito. Visit the mayor and he'll tell you where to go next. Unfortunately, Sue collapses and falls ill! She needs to go back to Parm and you need to find a way to get her there.

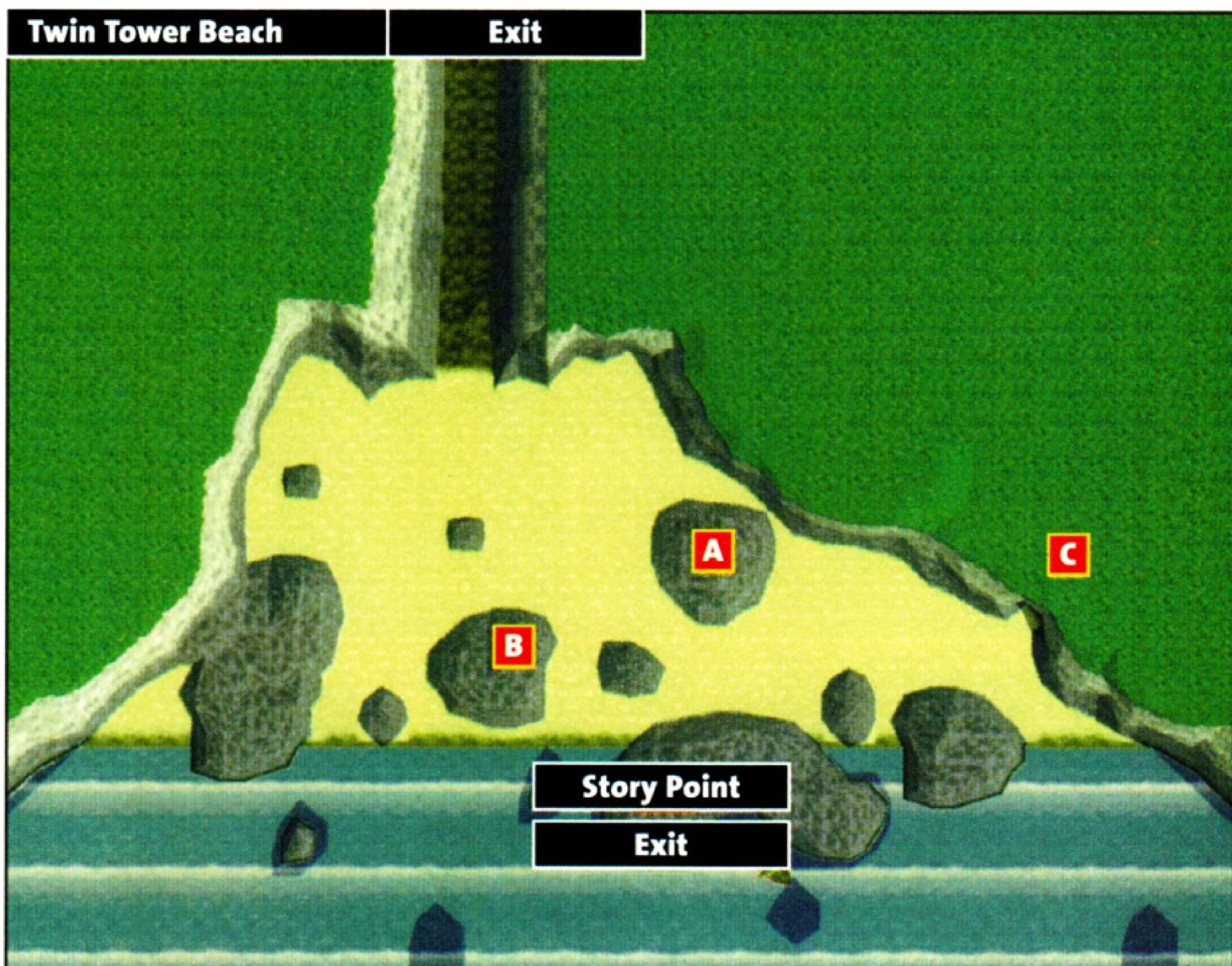




The ship is your means of getting back to Ganbo. Once you've been to the centre of the tower, sail back.

TWIN TOWER BEACH

A	160G
B	160G
C	Speed Seed





TWIN TOWER NORTH

1	160G
2	480g
3	160 G
4	Annihilation Charm
5	Vigour Cloth
6	Rebirth Stone
7	Hot Weasel Slash(!)
8	160 G
H	Gate Switch



Justin and Fina get separated and enemies become allies in the face of adversity...

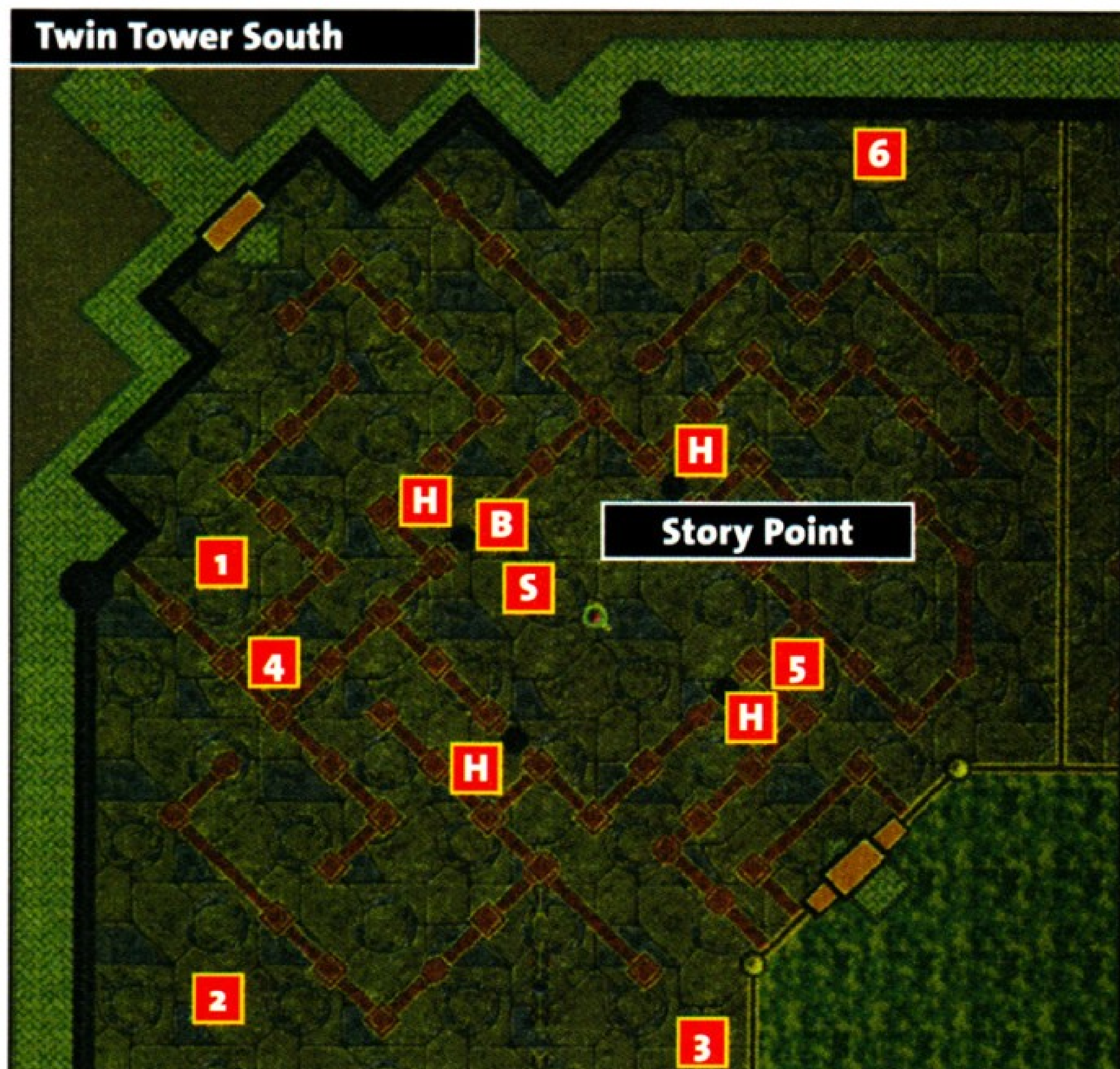


The centre tower sections are graphically breathtaking!



TWIN TOWER SOUTH

1	160G
2	160G
3	480G
4	Forest Charm
5	Strange Hat
6	New Bonds
H	Gate Switch




Sections of the mazes tend to be inaccessible due to these large obstructions. Luckily, those grey switches in the ground lower them, allowing you to progress. Good.



Yup, this level is fairly tough - mostly because you don't tend to know when it's finished! The key is to go back to Ganbo once you've been everywhere, then on to Daito...

TWIN TOWER WEST

1	160G
2	160G
3	160G
4	480G
5	Angel Darts
6	Improvement Ritual
7	Strength Seed
H	Gate Switch







HIDDEN SHRINE

This is just to the Southeast of Daito. First of all, ignore the crack in the wall - you only go here once you have cured Sue. Instead, follow the path to the northeast. Gold keys are required in order to progress. There are three choices of direction at the beginning - first of all go west and once you have the key, return and go north, doing battle with the boss. Once that key has been located, go east. After the collapsing bridge, you face a deadlier version of the boss you faced at the north gate earlier. Before you face him, make sure you have a good supply of the 50HP scrolls from the Daito shop - they give every team member 50HP in one round and that alone gives you the tactical advantage. Now activate the switches in the right order and get back to Daito. Sue will be healed, but she still needs transportation back to Parm. Return to the Hidden Shrine and go through the crack in the wall. Use the altar at the centre of the temple to return Sue home. At this point Gadoin leaves for his home, in an attempt to find a new route across the ocean for Justin to traverse. Once Sue's safely home, go back to Daito and talk to Gadoin in the hotel. Gadoin's home at the Flying Dragon Valley (next to the wall on the map) is your next destination. You'll duel with him, but should easily defeat him. He'll say he needs to train more, but allows you access to his ship, moored up at Daito. So it's back there you go. Go to the pier, talk to the doctor (select the bottom option) then you're on your way to the Pirate Cove!

HIDDEN SHRINE

A	170G
B	170G
C	170G
D	Life Seed









Both Hidden Shrine sections...


... Are packed with lethal...


... Monsters - kill 'em all!


In the second section of the Hidden Shrine, the game aims to wear you down by throwing VAST amounts of enemies at you. Stock up on health power-ups and vacuum up those points!


So how do you get past eh?


Aha – cunning switch action!

HIDDEN SHRINE HILL

A	170G
B	170G
C	170G
D	170G
E	Wind Charm
F	Gold Key
G	170G
H	170G
I	170G
J	Monster Gate to Boss
K	Gate
L	Fall Down Here

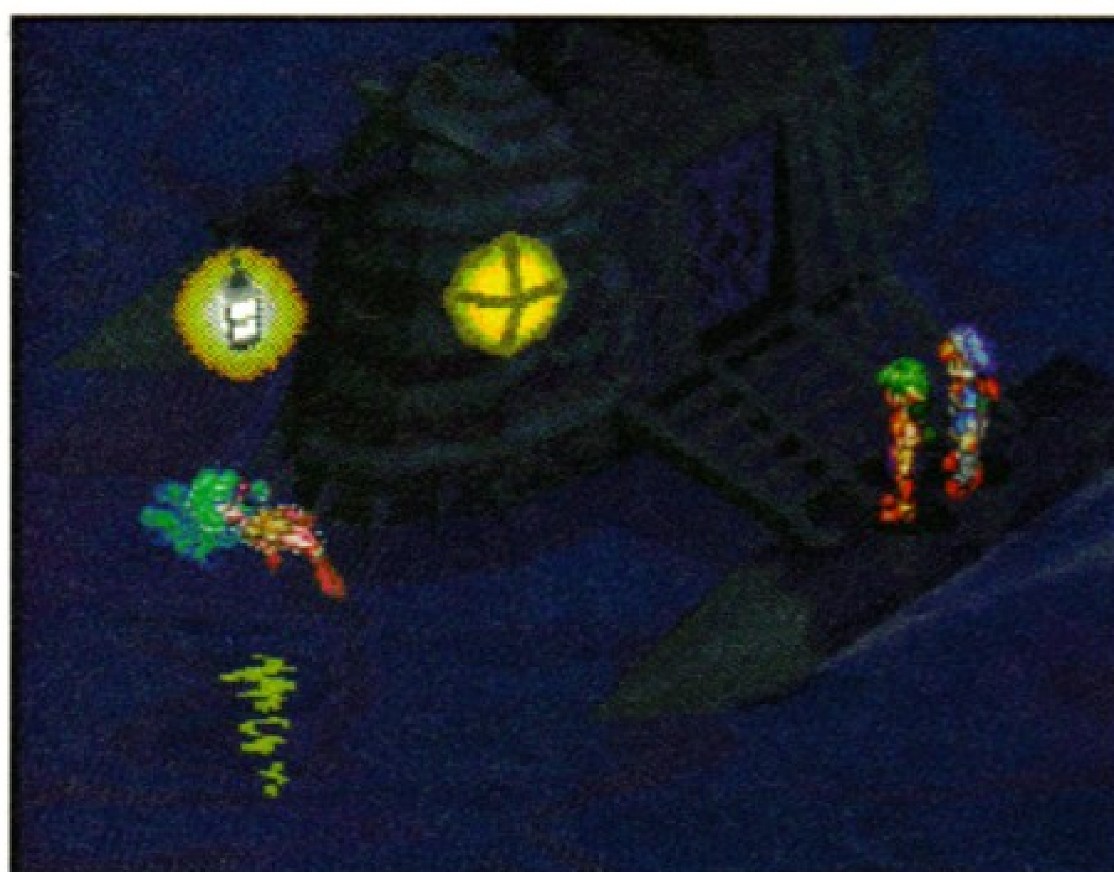


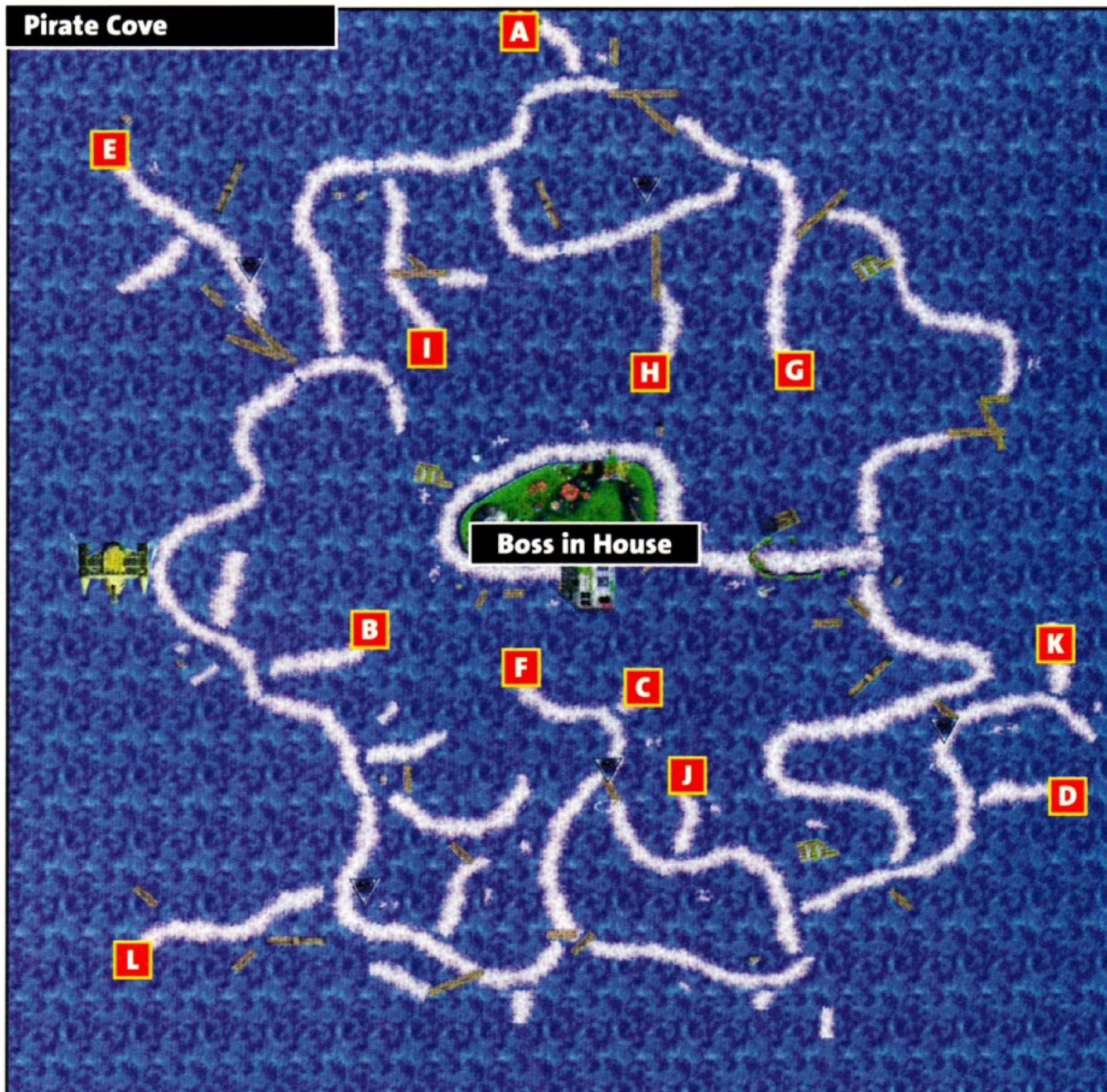
PIRATE COVE

This level finishes up Disc One. First of all note that there is a save point inside the ship. Pop outside and have your romantic interlude with Fina. This is cut short by a mermaid who begs Justin for his assistance. Fool that he is, he accepts and falls into a trap! Fina isn't too impressed. Once the heroes have made their way into the centre, they enter the mermaid's home... oh dear, looks like you need to do battle with a giant fish! Fina's primary role here is to safeguard Justin with HP power-up, letting the hero inflict the damage. Now you're ready for Disc Two! DON'T forget to save your game!

PIRATE COVE

A	180G
B	180G
C	180G
D	180G
E	540G
F	540G
G	540G
H	Life Fruit
I	Seven Colour Seaweed
J	Seven Colour Seaweed
K	Jewelled Tear
L	Defense Seed


Justin and Fina's romantic get together is rudely interrupted...



COIN-OPERATED

When Sega of Japan announced the launch of its Die Hard Arcade sequel, the event was to be staged for the press on a luxurious ocean liner. Press-ganged and pumped full of drink, our man in Japan got the full lowdown on AM1's fantastic forthcoming fighter! WARREN HARROD reports.

DYNAMITE COP 2

BY	AM1
BOARD	MODEL 2
TYPE	3D BEAT 'EM UP
COMPLETE	UNKNOWN

On Thursday, April 9th, Sega invited an elite gathering of journalists to a mysterious rendezvous point on the Hinode Pier, Tokyo, Japan. It was a dark, cold evening and the rain poured down as we rushed from the port side monorail train station to a small harbour wharf building. Inside, the fifty of us waited anxiously for an explanation of the night's secret events, but all we received was a small orange boarding pass for the "Dynamite Cruise." Little did we know that pass would be our golden ticket for a night of drinking ourselves stupid, watching grown men parade around in women's clothing and, lest we forget, playing the awesome Dynamite Cop 2!

DIE HARDER!

More familiar to Western gamers as Die Hard Arcade (but known as Dynamite Deka in Japan, as Deka means detective), this game was originally released in 1996 on the ST-V hardware. With the Titan board powering this hard-hitting beat 'em up, Sega also had no problems producing a pixel perfect Saturn conversion which proved to be a big seller. In fact the simple but addictive 3D action was such an instant hit with arcade fans that Sega have utilised the talents of developer AM1 yet again and produced an explosive sequel... Dynamite Cop 2!

However, while Sega have decided to stick with the game's original Japanese name, Dynamite Deka 2, that's about all that's stayed the same. Instead of once again utilising the proven power of the ST-V board, AM1 have decided to use the company's awesome Model 2 hardware. With the extra speed and processing power of the Model 2, the game's graphics have been greatly improved with some amazing special effects and massive bosses throughout the game.







▼ Pick up scenery and trash your opponents with it!



HOSTAGE SITUATION!

This time around the scene is set on a luxury cruiser that has been hijacked by pirate-like terrorists. As in Die Hard Arcade, Bruno (the Bruce Willis-style character) is back once again to save the day, rescue innocent hostages and generally cause as much property damage as possible. Joining him for this Speed 2-style outing are two members of the legendary SEALS... and a mysterious monkey. Jean Ivy is a long-serving member of the SEALS, but also one of the most incredible back stories you'll have ever heard! Apparently, Jean was also once a member of the Russian secret service at just 16 years of age and then joined the SAS! Eddie Brown on the other hand is >>





▲ Check out these crazy turtle-shelled bad guys!





▲ Players are now able to select from three characters.



▲ The Model 2 board struts its funky stuff once again.









▲ Ouch, that's gotta hurt! Get close to an enemy and tag them with a nasty throw or crushing hold.

>> a tough-talking, no-nonsense combat veteran who (according to the accompanying AM1 literature) is suppossed to be based on "hilarious" movie mega star, Eddie Murphy. He may be a rock-hard fighter, but his one-man demolition antics could get the entire squad killed! These three heroes are all that stands between the terrorists and their victims.

YIPPEE KAY-EH, MUDDY FUNSTER!

Using the standard joystick and three button set-up (punch, kick, jump), Dynamite Cop 2 allows players to move freely around the game's many levels, dispatching justice where necessary. When you're not punching and kicking your way through legions of bad guys, players also employ a wide variety of weapons against enemies such as pistols, machine guns and knives as well as scenery including chairs, tables and cabinets. In fact just about everything you see in the game can be picked up and thrown. This also includes a Juke Box and Vending Machine as well as a number of Sega arcade cabinets! In addition, by moving close to an attacking opponent and tapping forward and punch, players execute various special attacks as well. One of these is the now classic arrest move where Bruno throws an enemy to the floor and handcuffs their hands behind their back!

New to Dynamite Cop 2 is the "Power-Up System." By collecting five power-up items or one special power-up item, characters gain extra fighting abilities for a brief 30 seconds. Each fighter has their own special set of special combination attacks which can be performed when powered-up. Of course, two player fighting is obviously much more fun, but these great additions make the single player game a lot less taxing.



STAGE FRIGHT

The whole game is set on and around a luxury cruise liner where players work their way around the ship fighting various terrorists and foes while attempting to, once again, rescue the President's daughter. However, depending on which of the three different missions players accept, their route through the ship varies. In each mission, players initially approach the liner in a different way, whether by helicopter, boat or parachute drop. Each mission boasts four challenging stages and one mini game and these are set all over the ship from the upper deck and mid-ship to ship's hold and bridge. In each part of the liner there are various rooms such as a casino, bar, swimming pool, and restaurant, all of which are just waiting to be trashed. Furthermore, in Mission One, the final stage is set on the ship, but in Missions Two and Three the final

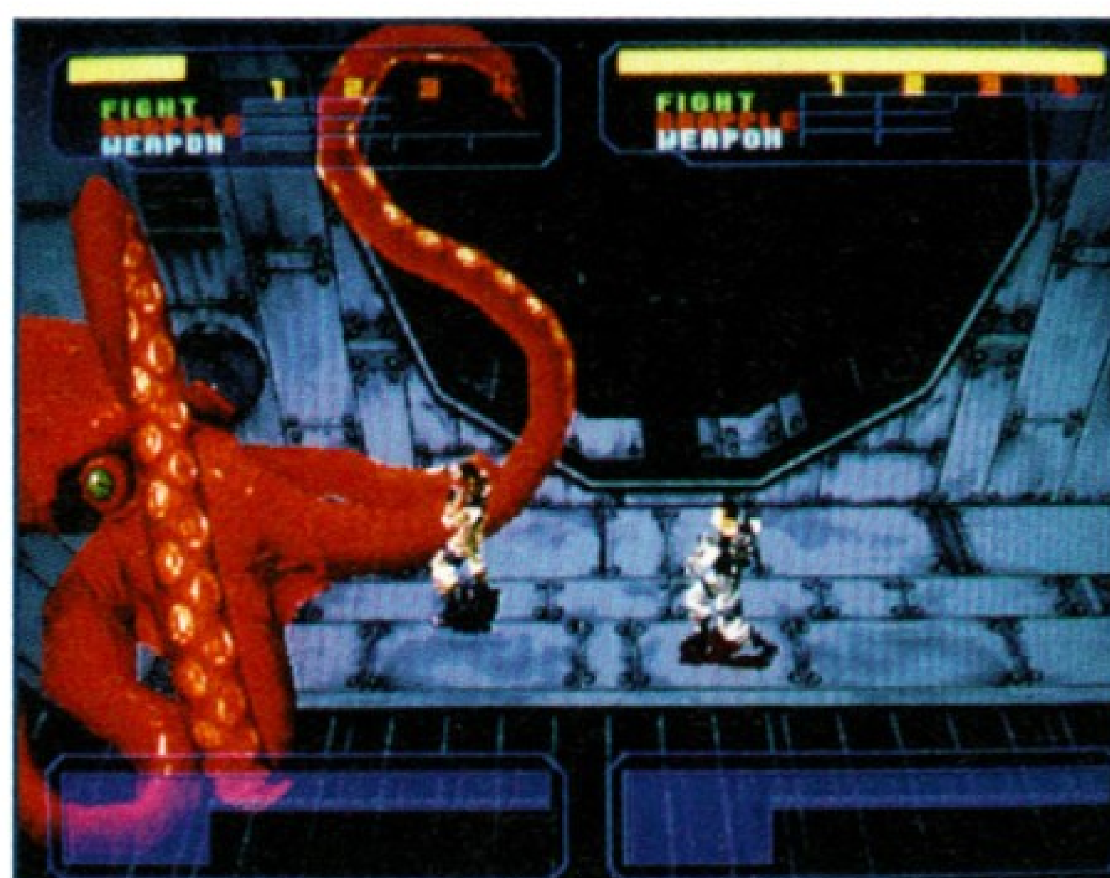


▲ This cool phonecard was given away free at the launch.





▲ Players have to rescue the President's daughter... again!

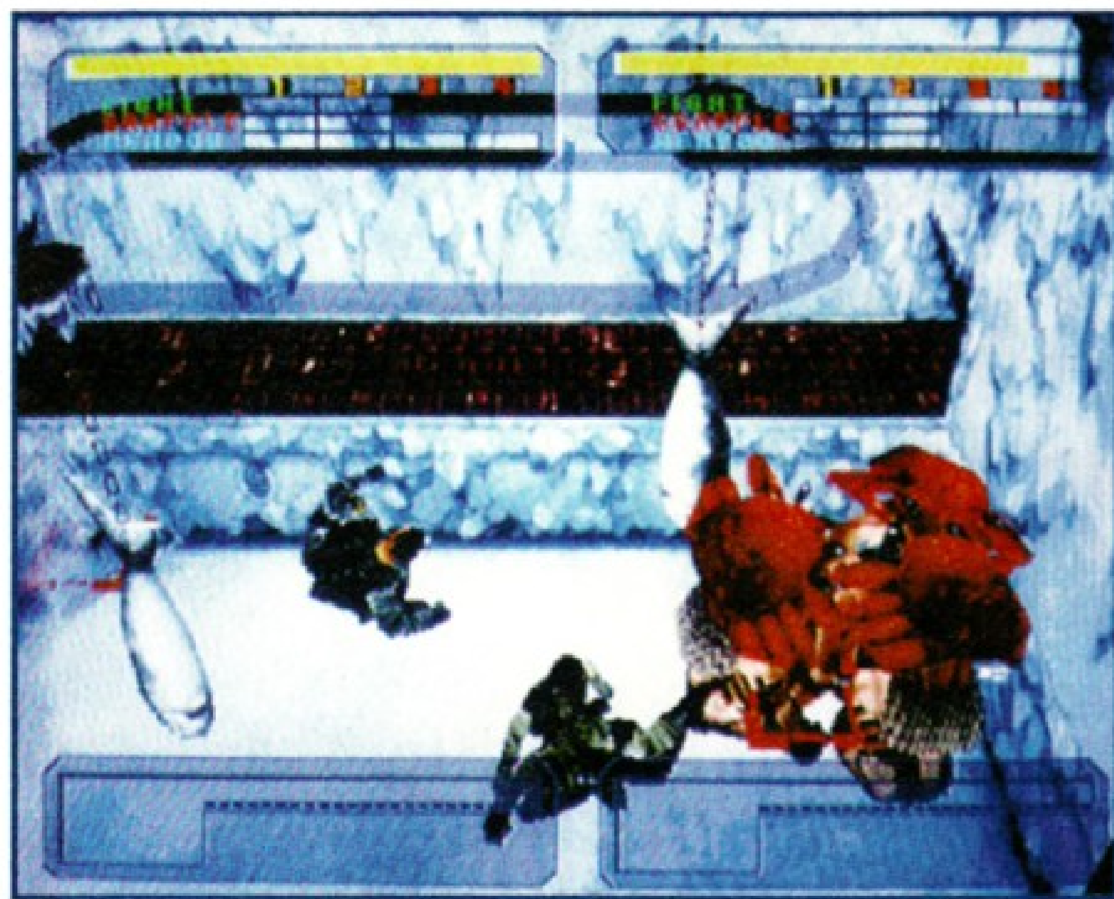


▲ "Oy, you owe me six squid!" Ha, hilarious octopoid gag!

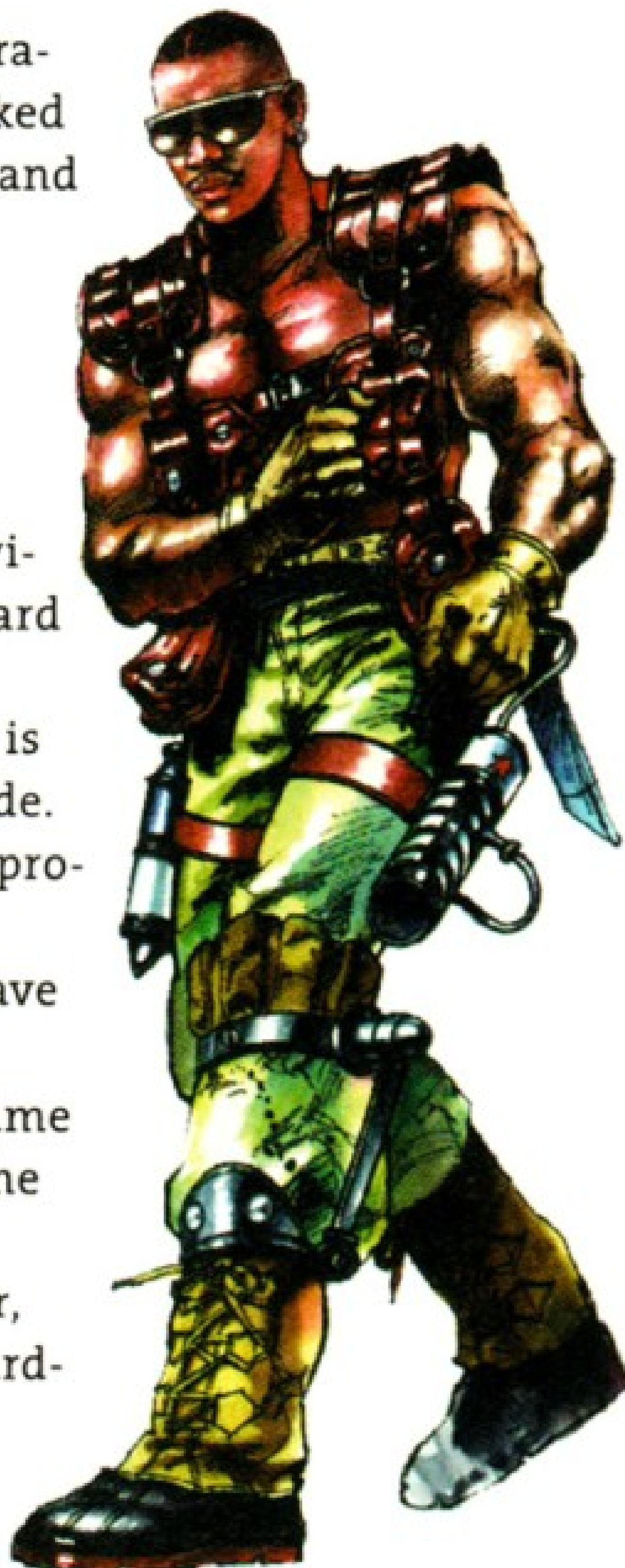


▲ There's no Die Hard connection, but the game's still cool.




stage sees our three courageous SEAL heroes whisked away to a mysterious island for the ultimate showdown!



BACK... WITH A VENGEANCE?

Although there's no obvious link with the Die Hard movies in this arcade sequel, Dynamite Cop 2 is still a rollicking good ride. With plenty of Model 2 programming experience under their belt, AM1 have managed to develop an impressive follow-up game that not only features the same knuckle-bruising action as its predecessor, but also uses its new hardware to produce some stunning effects. With the coin-op game now complete, you're probably wondering whether Sega will release a Saturn conversion of Dynamite Cop 2 in the near future? Well, we're not holding our breath, but with a bevy of quality Model 2 games having been translated to the Saturn during its lifetime, it's just possible that this powerful punch-up could be one of the last arcade conversions to grace the Japanese version of the console. Keep your eyes peeled... As for Dynamite Cop 2, expect to see AM1's latest coin-op classic at an arcade near you soon!

PASS THE PORT!

In keeping with the surprise nature of Dynamite Cop 2, Sega decided to hold an impromptu launch party for the game on board a stunning cruise ship which sailed around Tokyo harbour. During the night's events, Mr Rikiya Nakagawa (Head of AM1) presented Dynamite Cop 2 to a slightly tipsy gaggle of journalists while music played, waitresses er... waited and character actors paraded around pretending to be heavies from the game.

These special launch events are proving to be a extremely popular in Japan at the moment, with many companies getting in on the act and hiring even swankier locations than their rivals. Of course if the games on display are as good as the night's events, it's all worthwhile and it's safe to say that Dynamite Cop 2 looks set to be a winner. Sega placed a number of arcade cabinets around the liner and journalists were able to double up on the coin-op for some stunning two player action! The entire event was a great success and SEGA SATURN MAGAZINE extends its thanks to Sega of Japan and AM1 for being the hosts with the most!

If you want to see more Dynamite Cop 2 coverage in the mag, drop us a line and you could win a top AM1 mystery prize!!



▲ Mr Rikiya Nakagawa prepares for some hardcore karaoke.



▲ Some top two player action awaits arcade gamers.

and finally...

Felicia

Game babes get bestial!



Where next for the fevered geniuses who brought the likes of Cammy and Chun-Li to the drooling fighting game maniacs of the world? Just how could Capcom follow up Sakura, the jail-bait fifteen-year-old Japanese schoolgirl with the... *knickers*?

Well, strictly speaking they went weird even before the advent of Sakura in Street Fighter Alpha 2, with the creation of DarkStalkers, the precursor to this month's cover game. Yup, you guessed it, Capcom got into vampires, animals and the re-animated dead! And that's just fine with us.

Hence the fine creation you see on this page before you. As you might gather from her give-away name, Felicia's a bizarre kind of human/feline hybrid. Quite literally, she is a big pussy. Now we don't want to get bogged down in that particular nest of vipers, but suffice to say, Felicia's hot in a warped kind of cute, furry way. Hmmm, do I hear the sound of outraged legal council? It's Capcom's fault! Honest!



And FHM need to use Barbie Dolls and Action Man - bah!



Quite literally a cat fight! Yeah, baby!

Special Reserve Discount Mail Order - 01279 600204

Market leaders in mail order home computing, established 10 years, great web site and six amazing shops
See us on the web at http://special.reserve.co.uk for masses of information and loads of prizes to win

Special Reserve
Live @ http:// special.reserve.co.uk

Officially Authorised for Nintendo and for PlayStation. If you don't fancy our full Membership offers you can take a Trial Membership for just 50p. 0% PAY LATER when you spend between £250 and £750 subject to status.

SEGA SATURN GAMES

ACTUA GOLF	19.99 -10%*
AMOK	26.99 -10%*
ANDRETTI RACING	9.99 -10%*
AREA 51	25.99 -10%*
ATARI GREATEST HITS	28.99 -10%*
ATLANTIS	38.99 -10%*
BUG	14.99 -10%*
BURNING RANGERS	30.99 -10%*
COMMAND & CONQUER	39.99 -10%*
CROC	33.99 -10%*
DAYTONA USA	14.99 -10%*
DIE HARD TRILOGY	19.99 -10%*
DOOM	19.99 -10%*
DUKE NUKEM	37.99 -10%*
ENEMY ZERO	42.99 -10%*
FIFA 97	9.99 -10%*
FIFA 98 - ROAD TO THE WORLD CUP	36.99 -10%*
FIGHTERS MEGAMIX	33.99 -10%*
FORMULA KARTS	34.99 -10%*
HANG ON GP	19.99 -10%*
HEXEN	14.99 -10%*
INTERNATIONAL VICTORY GOAL	9.99 -10%*
JOHNNY BAZOOKATONE	19.99 -10%*
JONAH LOMU RUGBY	33.99 -10%*
LAST BRONX	33.99 -10%*
LOST WORLD - JURASSIC PARK	33.99 -10%*
MANX TT	19.99 -10%*
MORTAL KOMBAT 2	29.99 -10%*
NASCAR 98	28.99 -10%*
NBA ACTION 98	35.99 -10%*
NBA LIVE 98	28.99 -10%*
NHL 98	28.99 -10%*
NIGHTS	19.99 -10%*
PANDEMONIUM	21.99 -10%*
PANZER DRAGOON 2	17.99 -10%*
PANZER DRAGOON SAGA	34.99 -10%*
QUAKE	24.99 -10%*
RAMPAGE WORLD TOUR	31.99 -10%*
RESIDENT EVIL	34.99 -10%*
RIVEN	34.99 -10%*
SCORCHER	24.99 -10%*
SHINING FORCE 3	30.99 -10%*
SONIC JAM	31.99 -10%*
SONIC R	34.99 -10%*
STEEP SLOPE SLIDERS	35.99 -10%*
SUPER PUZZLE FIGHTER 2	26.99 -10%*
THE HOUSE OF DEAD + LIGHT GUN	42.99 -10%*
THE HOUSE OF DEAD	30.99 -10%*
THEME PARK	14.99 -10%*
TOMB RAIDER	19.99 -10%*
TOURING CAR	37.99 -10%*
VIRTUA COP 1	14.99 -10%*
VIRTUA FIGHTER 2	19.99 -10%*
VIRTUA FIGHTER	12.99 -10%*
WARCRAFT 2	33.99 -10%*
WINTER HEAT	35.99 -10%*
WIPEOUT 2097	34.99 -10%*
WORLD LEAGUE SOCCER	30.99 -10%*
WORLDWIDE SOCCER 97	14.99 -10%*
WORLDWIDE SOCCER 98	38.49 -10%*

MEGADRIVE GAMES

DISNEY'S LION KING	24.99
DYNAMITE HEADDY	19.99
ECCO 2 - TIDES OF TIME	19.99
FIFA 98 - ROAD TO THE WORLD CUP	19.99
JOHN MADDEN NFL 97	19.99
JURASSIC PARK - LOST WORLD	34.99
LAWNMOWER MAN	18.99
MEGA BOMBERMAN	19.99
MICRO MACHINES 2	19.99
MISS PACMAN	24.99
NBA LIVE 97	21.99
PSYCHO PINBALL	24.99
SONIC 2	24.99
SONIC AND KNUCKLES 92%	24.99
STREETS OF RAGE 2	24.99
TAZMANIA 2 (TAZ IN ESCAPE FROM MARS)	24.99
TOY STORY 93%	37.49
VECTORMAN	12.99
VIRTUA FIGHTER 2	29.99
WORMS 78%	29.99

SATURN + FIGHTERS MEGAMIX ... 99.99 less £10*

*When purchasing with any other item

Includes Sega Controller, RF Lead, Flash Volume 5 Demo CD



SATURN PERIPHERALS

DUST COVER FOR SATURN	7.99
SEGA OFFICIAL MEMORY CARD 4 MB	28.99
MEMORY CARD 120 SLOT 8 MB	19.99
MEMORY CARD 600 SLOT 40 MB	29.99
SCART LEAD - SATURN TO SCART TV	9.99

Choose this lead for optimum picture and sound quality from your Sega Saturn and scart TV

COMPETITION PRO ST8 FOR SATURN ... 7.99
6 fire buttons, 2 trigger buttons and 8-way superswitch

SEGA 3D CONTROL PAD ... 25.99
Switch between analogue 3D directional joystick and conventional digital control, 6 fire buttons and also includes 2 trigger buttons

PREDATOR LIGHT GUN ... 14.99
3 speed autofire, bullet auto-load, pre-set number of bullets, LED display lights

SEGA EIGHT BUTTON CONTROL PAD ... 19.99

STEALTH CONTROLLER ... 9.99
10 fire buttons, 8 way directional control, slow motion and turbo fire with LED indicator. New anatomic shape

TOP DRIVE WHEEL AND PEDALS FOR CONSOLES ... 54.99
Steering wheel and pedals for Saturn, PlayStation and Nintendo 64. Fully functional steering wheel with brake and accelerator pedals. Programmable buttons, nine button control, D-shaped wheel, stick shift, self centring technology, wheel rotation angle select

NINTENDO 64 FIRE PACK ... 137.99 less £10*

*When purchasing with any other item

Includes Two Official 3D Controllers, 8 MB Memory Card, RF lead



NINTENDO 64 WITH ONE CONTROLLER ... 99.99 less £10

NINTENDO 64 GAMES

CRUSIN USA	29.99 -10%*
DIDDY KONG RACING	41.99 -10%*
DUKE NUKEM 64	46.99 -10%*
EXTREME G	41.99 -10%*
FIFA 98 - RTWC	44.99 -10%*
FIGHTERS DESTINY	39.99 -10%*
FORSAKEN	42.99 -10%*
GOLDENEYE	41.99 -10%*
GT64	40.99 -10%*
INTERNATIONAL SUPERSTAR SOCCER 64	28.99 -10%*
LYLAT WARS + RUMBLE PACK	49.99 -10%*
MYSTICAL NINJA STARING GOEMON	44.99 -10%*
MARIO KART 64	41.99 -10%*
NAGANO WINTER OLYMPICS 98	41.99 -10%*
NBA COURTSIDE	34.99 -10%*
QUAKE	39.99 -10%*
SHADOWS OF EMPIRE	41.99 -10%*
SNOWBOARD KIDS	33.99 -10%*
SUPER MARIO 64	41.99 -10%*
TETRISPHERE	34.99 -10%*
TOP GEAR RALLY	39.99 -10%*
TUROK - DINO HUNTER	35.99 -10%*
WAYNE GRETSKY	44.99 -10%*
WCW VS NWC: WORLD TOUR	40.99 -10%*
WORLD CUP 98	44.99 -10%*
YOSHI'S STORY	42.99 -10%*

PLAYSTATION VALUE PACK ... 129.99 less £10*

*When purchasing with any other item

Includes TWO Official Controllers, Official Memory Card, RF lead and Playable Demo CD



PLAYSTATION GAMES

ACTUA SOCCER 2	29.99 -10%*
COMMAND & CONQUER - RED ALERT	33.99 -10%*
COOL BOARDERS 2	31.99 -10%*
CRASH BANDICOOT 2	36.99 -10%*
DESTRUCTION DERBY 2	19.99 -10%*
DEATHTRAP DUNGEON	36.99 -10%*
DIE HARD TRILOGY	19.99 -10%*
DIE HARD TRILOGY + PREDATOR LIGHT GUN	29.99 -10%*
FIFA 98 - RTWC	29.99 -10%*
FINAL FANTASY 7	36.99 -10%*
GRAN TURISMO	38.99 -10%*
GRAND THEFT AUTO	30.99 -10%*
MICRO MACHINES 3	19.99 -10%*
NEED FOR SPEED 3 - HOT PURSUIT	33.99 -10%*
PREMIER MANAGER 98	32.99 -10%*
RESIDENT EVIL - DIRECTORS CUT	28.99 -10%*
RESIDENT EVIL 2	39.99 -10%*
STAR WARS - MASTERS OF TERAS KASI	32.99 -10%*
THEME HOSPITAL	33.99 -10%*
THEME PARK	19.99 -10%*
TIME CRISIS + LIGHT GUN	46.99 -10%*
TOCA TOURING CARS	34.99 -10%*
TOMB RAIDER	19.99 -10%*
TOMB RAIDER 2	34.99 -10%*
WIPEOUT 2097	19.99 -10%*



Key Dates

MAY 15	Buring Rangers	SAT	30.99 -10%*
MAY 22	World Cup 98	PSX	33.99 -10%*
MAY 29	Premier Mgr 98	PSX	32.99 -10%*
MAY 29	Bust-A-Move 2	N64	42.99 -10%*
MAY 29	Forsaken	N64	42.99 -10%*
JUN 19	GT64	N64	40.99 -10%*

Release Dates may be subject to slippage

The Special Reserve MAXX 3D² P2 300 £1649.99 Including VAT
Race prepared with 8 MB Diamond Fire GL AGP graphics + extra 12 MB Voodoo 2 arcade-quality 3D² acceleration!
NEW SPEC
SHOWN WITH 17" MONITOR OPTION

FREE TO MEMBERS - WIN £5000 OF PRIZES

Fantasy Formula 1 98 — WIN a grand in your hand to spend with us

Fantasy World Cup 98 — WIN 15 PlayStations with F1 and a £2000 PC

SPECIAL RESERVE BIG CLUB SHOPS

SAWBRIDGEWORTH
The Maltings, Station Road, Sawbridgeworth, Herts.
Not far from the M11, just around the corner from the train station
Tel: 01279 600399

CHELMSFORD
43 Broomfield Road, Chelmsford, Essex.
Just around the corner from the bus station
Tel: 01245 348777

NOTTINGHAM
164 Derby Road, Stapleford, Nottingham.
2 miles from junction 25 of the M1, near Kwik Fit and Pizza Hut
Tel: 0115 949 1000

MASSIVE SELECTION - LOWEST PRICES
We'll beat any locally advertised price by £2.
All our shops have PC Upgrade and Repair facilities and we sell a range of award-winning PC's from £899.
IT'S EASY TO PARK



UPMINSTER
209/213 St Mary's Lane, Upminster, Essex.
2 miles from junction 29 of the M25. Opposite Somerfield Supermarket
Tel: 01708 225544

EGHAM
168 High Street, Egham, Surrey.
Near Windsor and Staines. Just 1 mile off junction 13 on the M25
Tel: 01784 473444

BRISTOL
351 Gloucester Road (A38), Bristol.
1 ½ miles from the City Centre and just up from Kwik Save
Tel: 0117 924 5000

GREAT WEB SITE AT **http://special.reserve.co.uk** MASSIVE CONTENT

ALL FOR £6.00

SPECIAL RESERVE ANNUAL MEMBERSHIP FEE

It's easy to join, just phone 01279 600204 or send in the order form. There's no obligation to buy anything, you can be any age, and it's only £6.

1. Members receive 10 issues of our colour **Club Magazines** per year. The magazine includes our full catalogue of over 2,000 products, many at below trade price or under half price. And there are Reviews, Features, Charts, Release Dates, Extra Savings and thousands of pounds worth of great prizes to be won.
2. The incredible ***FREE*** **Special Reserve Book of 2500 Cheats** (all formats) will be sent to you with your **Family Membership Card** and **Fantasy Game** ***FREE*** entry forms (£5000 of prizes).
3. AND choose any one of the ***FREE GIFTS*** below if you buy just one item at the same time as you join. All of our gifts are worth the membership fee or more and you can extend your membership for £5.50 to get more gifts if you want them.

That's why over 400,000 people have joined Special Reserve
The Biggest Games Club in the World

THE CHEAT ZONE

10%* OFF — MAIL ORDER MADNESS

Deduct an extra 10% off the price of games software only for PC, Nintendo 64, Saturn or PlayStation if you place your order by post using this complete form or a photocopy of it. e.g. Deduct £2.80 off a £27.99 game. (not to be used in conjunction with other special discounts) EXPIRES 30/6/98

Special Reserve 01279 600204
OR FAX YOUR ORDER ON 01279 726842 - WE'LL FAX BACK TO CONFIRM
OPEN 9.30AM TO 8PM (MON-SAT) 10AM TO 5PM (SUN & BANK HOLIDAYS)

(BLOCK CAPITALS please)
Name, Address and Postcode ______

Phone No ______ Machine ______ ENTER MEMBERSHIP NUMBER IF ANY

We only supply members but you can order as you join (from 50p).
There is no obligation to buy anything and you can be any age. SEGA SATURN MAGAZINE

£6.00 Annual Membership includes 10 issues of the Club Magazine plus the Special Reserve Book of 2500 Cheats. AND choose a FREE GIFT from above if you buy any item at the same time as you join.

PLEASE ENTER MEMBERSHIP FEE IF APPLICABLE AND PLEASE REMEMBER TO TICK YOUR CHOICE OF GIFT ABOVE
ANNUAL MEMBERSHIP £6 (UK), £9 (EC) OR £12 (WORLD) OR TRIAL MEMBERSHIP 50P (ONE MAGAZINE, ONE ORDER)
item
item
item
Deduct any 10% Mail Order Madness Discount as described above* Less

ALL PRICES INCLUDE UK POSTAGE & VAT
Cheque/P.O./Mastercard/Creditcharge/Switch/Visa £

CREDIT CARD EXPIRY DATE ______ SIGNATURE ______ SWITCH (ISSUE NO ______)

Overseas orders must be paid by credit card. Overseas surcharge £2.00 per item
Hardware items (mains or battery) are only supplied to the UK mainland

Immediate cheque clearance
Cheques payable to Special Reserve at PO Box 847, Harlow, CM21 9PH

FREE GIFTS

Please tick your choice of gift when you join for a year (£6) at the same time as buying any one item.
If joining by telephone please ask for your gift at the time.

- **CHOOSE FREE GOODY BAG INCLUDES MINIBOY, GAMEBOY CALCULATOR AND VIRTUAL PET**
Incredibly, all three of these electro gizmos have been bundled as one great gift. Miniboy is a keyring console with 55 variations of 4 classic games. Gameboy calculator is a real calculator which looks like a Gameboy when closed
- **OR FREE 256K MEMORY CARD FOR NINTENDO 64**
- **OR FREE RUMBLE PACK FOR N64.** Sends vibrations through the controller
- **OR FREE PREMIERE FOOTBALL.** Full size, PVC coated football. Includes adaptor. Design may vary
- **OR FREE 1 MB MEMORY CARD FOR PLAYSTATION**
- **OR FREE 24 CAPACITY CD WALLET.** Stores CD's in individual compartments
- **OR FREE COMMANDER 2 JOYPAD FOR PLAYSTATION.** With turbofire function.
- **OR FREE PERSONAL STEREO CASSETTE PLAYER + HEADPHONES**
- **OR FREE ACE VENTURA 2 VHS VIDEO (PG)**
- **OR EIGHT GAMES FREE ON PC CD ROM.** Desert Strike, Team Suzuki, Actua Soccer semi-final edition, Lotus 3, Jungle Strike, Toyota Celica GT Rally, Zool 2 & Normality Inc demo. All games 8 FREE
- **OR SEVEN GAMES FREE ON PC CD ROM.** Civilization, Lemmings, Sensible Soccer, Elite, Elite 2 - Frontier, Jimmy White's Whirlwind Snooker & Zool. All 7 games FREE on PC CD ROM

NEW
1 MB MEMORY CARD
ALL 8 GAMES FREE



Offers subject to stock availability. Alternative gifts available. Overseas members add £2 postage